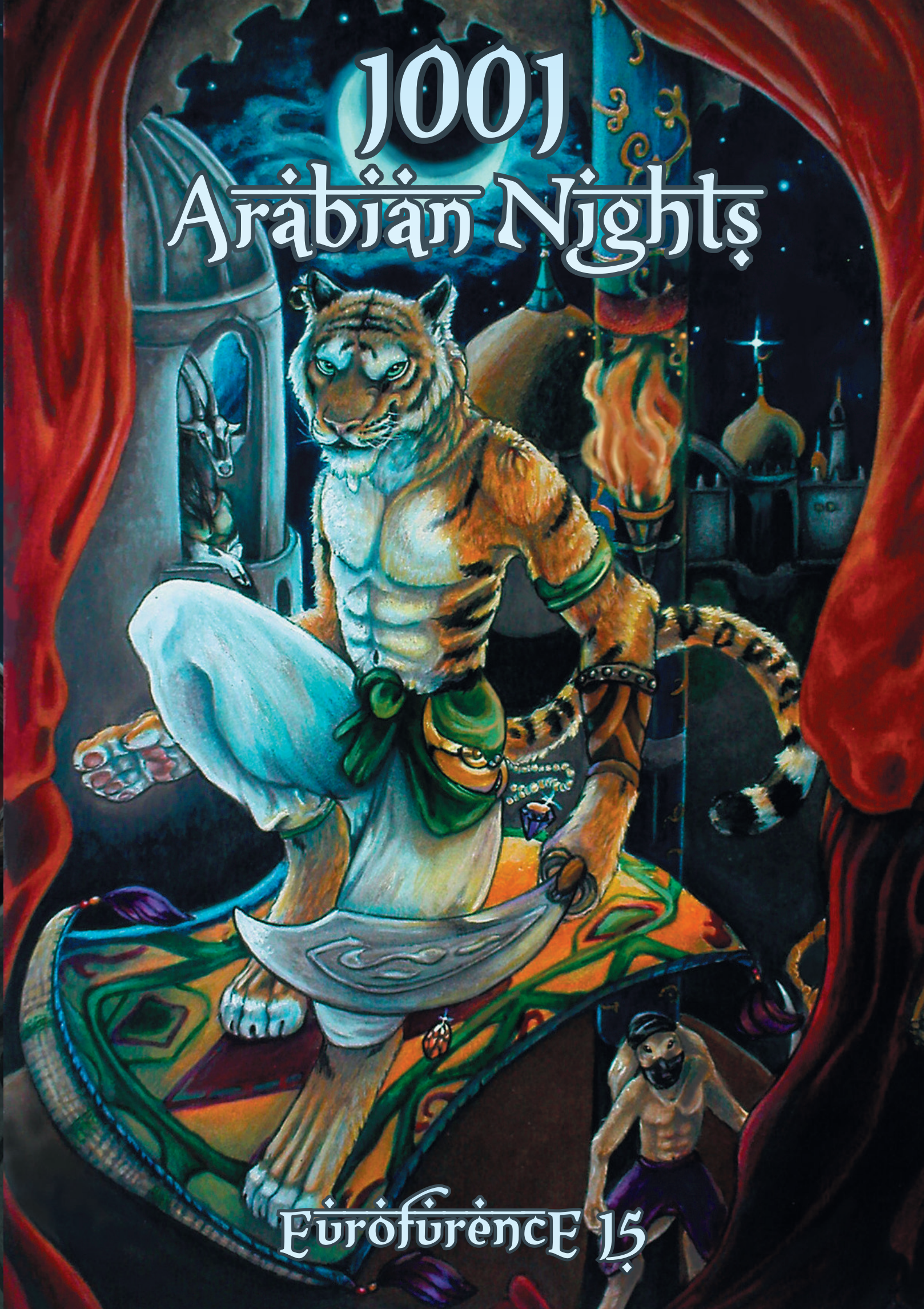

1001
Arabian Nights
Eurofurence 15

From the Caliph's Desk

Hello, and welcome once again to Eurofurence!

When we made the final step out of the youth hostel environment three years ago, signing our contract with the Ringberg Hotel, we were very nervous. We had never done business with a hotel. Would they be able to meet our expectations? Would we be able to meet theirs? Would they accept our colourful community of fans and treat us with respect?

Today, we're returning to the Ringberg Hotel for the third time, and I'm glad that I can say that all our concerns were totally unfounded. Over these three years, we have had the most wonderfully inspiring, friendly and mutually beneficial business relationship you can imagine. The Ringberg Hotel is a shining example of how to actually put all those ideals about service, commitment and care into practice, that too many others only talk about.

Meeting with the management and staff after three years feels like meeting with old friends, and coming to the Ringberg Hotel feels like coming home. They have exceeded our expectations in every possible way, and I have a hard time finding the right words for thanking them without sounding totally pretentious, so I'll leave it at saying:

Thank you to the management and the staff! You guys rock! 'Nuff said!

The more it pains me to announce that a simple law of physics will be the reason that Eurofurence is not going to return to the Ringberg next year: Contrary to popular belief, the number of furries you can fit into a constant amount of space is finite. We have outgrown our venue and there is nothing we can do to fix it, other than moving on.

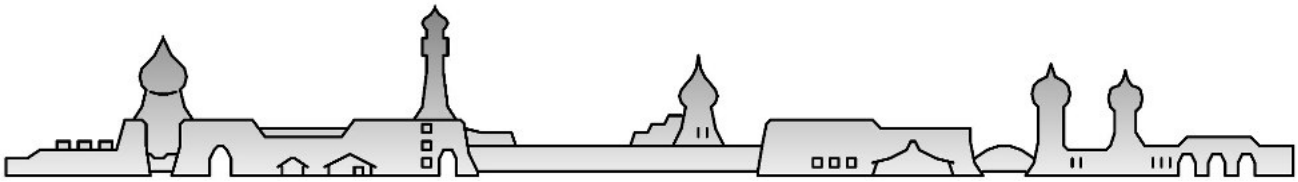
So let's rock this place a final time, and have a great party. But please be aware that we're stuffing a lot more people into the hotel than we should. It's going to be stuffed. Lines are going to be long. Getting service may take more time than usual. You may even be asked to keep the volume down when it gets crowded at the bar.

Regardless of all these inconveniences, I would like to ask everyone to be as considerate and patient as possible. Please show your best side. To your fellow attendees, and especially to the hotel staff. They deserve it. After all ***they*** made it all possible. Just for you.

Yours sincerely,

Sven "Cheetah" Tegethoff
(The Chairman)

P.S.: Eurofurence 16 is going to take place at the Maritim Hotel in Magdeburg from August 31st till September 5th 2010.



Rules of Conduct

Eurofurence likes to present itself as a professional convention of friendly, respectful and open-minded members of the furry community and their friends. To avoid any misunderstandings about what kind of behavior is generally acceptable on an event as big as Eurofurence, you are advised to read and follow these rules of conduct.

Registration and badges

- Only registered attendees may enter the convention space, which consists of the whole hotel area.
- Always wear your badge in such a way that your identification as an attendee is visible at a single glance. Think of it as your admission ticket.
- Changing or hiding any information on your badge is not allowed, i.e. by drawing on it.

If you'd like a badge with a picture of your persona/avatar, you can bring along your own badge or let an artist draw one for you on site!

Age restrictions

- All attendees of Eurofurence must be at least 18 years old when attending the convention. [Note: That is meant literally. You must be 18 years old or older when you arrive on site.]
- Public display of adult-themed art is not permitted at any time.

While there are certainly adult themes present in restricted areas, we do not wish to shove them into anyone's face.

You should consider the feelings of other attendees, hotel staff and uninvolved folks before deciding on what kind of material (comics, art, or sketchbooks for example) you want to show, pass around or otherwise display in public, for example as a sign on your hotel room door.

General behavior and clothing

- Treat others respectfully. Not everyone you meet will have the desire to be hugged by a stranger.
- If you're asked to stop, ***stop***. If you're asked to leave, then ***leave***. No discussion.
- Like in any hotel, guests are expected to treat the hotel rooms and their contents reasonably and with care.
- Especially in the sauna and pool area, an appropriate and respectful behavior is expected.
- You are responsible for any damage you cause to another's property.
- Blatant exposure or the wearing of what could be considered fetish gear in public is not permitted, even if it is part of a costume.
- Nudity exceeding the equivalent of a non-thong bathing suit is likewise not allowed in public.
- Engaging in excessive tongue-battles, groping or worse in public is to be avoided.

Whilst "common behavior" on a furry convention is quite different from what would be considered "common" by non-furries, keep in mind that there's still hotel staff around. Even other furries may feel awkward when confronted with certain outfits. This also applies to fursuits and costumes! For example: diapers or inflatable costumes are considered not acceptable under any circumstances, while simply additionally wearing a collar (without attached leash and "pet-play") is certainly not a problem.

Room sharing and privacy

- Treating the hotel room and its property sensibly is your responsibility as a guest.
- The cleaning crew will enter your room daily. "Do Not Disturb" signs will not be respected after 11am. Leaving a tip instead of a mess is certainly held with higher regards!
- Pets are not allowed on beds unless you bring your own sheets. You may be charged a considerable cleaning fee otherwise.
- If you are planning on having a party, it is a good idea to ask your roommates if they agree.

You may of course wear whatever you like in your room, as long as your roommates do not object to this. If you're having a room party, we kindly ask you not to be excessively loud after midnight, out of respect for the other guests in the rooms next to you, who might want to sleep. Ideally at least one sober person should stay around in case of any emergencies.

Alcohol and other drugs

- The consumption of any privately owned drinks or food is not allowed in the hotel lobby and on the patio.
- Any illegally issued substances, as specified by the German Law (i.e. THC, Speed, LSD, ecstasy, etc.), are absolutely forbidden!

- Attendees are expected to drink responsibly. You're still responsible for your actions and behavior, even when drunk.
- Smoking is not permitted anywhere within the entire hotel building, including your room. A considerable cleaning fee will be charged for smoking within the hotel.

We do not want anyone to end up in hospital. Being a responsible adult and drinking only as much as you can safely handle is naturally expected from you. Anyone caught with any illegal substances will be handed over to the police and expelled from the convention. No exceptions, no discussion, no excuses.

Weapons, weapon look-alikes and other dangerous items

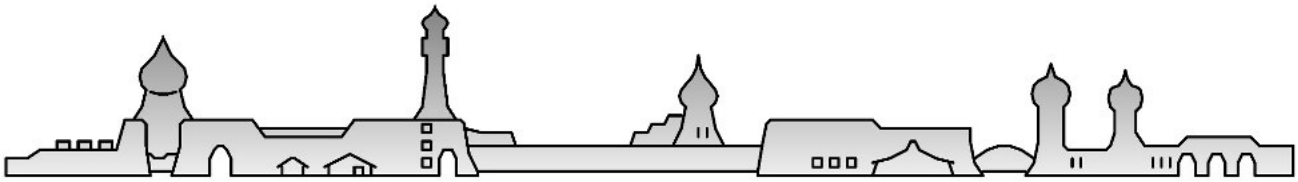
- All weapons, even look-alikes, replicas, tools and toys, must be approved by the Chief of Security during or right after your registration on site.
- Water guns and similar items are prohibited inside the buildings. Care should be taken to avoid hitting any bystanders and/or damaging anyone's property.
- Engaging in mock fights, swordplay, fire breathing or any other activity that may adversely affect bystanders is not allowed unless a member of security has been appointed by the Chief of Security to take precautions and to observe the activity.
- German Law is rather prohibitive. Make sure you don't bring along anything illegal.
- It is important that you do not tamper with any peacebonding that might be applied to any of your weapons by the Chief of Security.

Even the most benign items like foamcore (LARP) swords, nerf guns, pocket knives and water guns can cause significant damage to others and/or their property. Especially pieces of original art can easily be damaged beyond repair. Bringing along a small pocket knife or leatherman is not a problem, just make sure you get the approval from the Chief of Security during registration to avoid any hassle. The same restrictions apply to any weapons that are part of a costume. All weapons are supposed to be handled with proper care.

Photography and videotaping

- Photography and filming is strictly forbidden in the Art Show and Dealers' Den. Cameras and cell phones will have to be left outside!
- Flash photography is not allowed during the Pawpet Show.
- Any recording or photography for purposes of publication or sale to the press must be approved by the PR-representative first.
- Official Eurofurence camera teams will record and take photos in public areas and during events, to create an official video for publication. By taking part at the convention you explicitly agree that you may be filmed or have your picture taken in public areas by the official Eurofurence camera team.
- However, when photographing or filming individuals, their explicit permission is required!

Eurofurence wants you to keep your great memories from a fantastic convention. Nonetheless, anybody with a camera is required to make sure that those who are photographed or caught on tape agree to the publication of the material unless they are not "an essential part of the motif". When in doubt, make sure nobody objects to being filmed or photographed before filming or taking photos.



Miscellaneous

- Bodypaint can rub off. Taking extra care is required, especially around fursuits.
- No bodypaint is allowed during the dances.
- Deliberately cracking open any glowsticks and similar items, i.e. anything containing dying, sticky or corrosive material, is to be avoided.
- The sale of any merchandise in public areas outside of the Dealers' Den requires explicit permission by the Board of Directors.
- It is not permitted to bring any animals with you except for those that have been registered in advance.
- Reading and following the rules for the Art Show and the Dealers' Den is required; damaging any exhibits or wares will have serious consequences.

Fursuits are difficult to keep clean as it is, and rubbed-off colors, no matter how water-soluble they are supposed to be, are very difficult to get out of fur and many other materials. The colorful substance in glowsticks also causes problems and easily stains carpets permanently. Take to mind that sometimes the damage can not be undone by any amount of money, for example in the Art Show, so please be careful.

The bottom line

- When in doubt, ask. Preferably before the convention starts. We'll gladly answer all your questions!
- These rules are not going to be discussed during the convention. The Chief of Security will, however, be available for you in case you feel incorrectly accused of violating any of the rules.
- Security decisions are final.
- The Chief of Security reserves the right to expel you from the convention for violation of any of these rules or otherwise unacceptable behavior and occurrences. What exactly is deemed unacceptable behavior is to be decided by the Chief's and the Board of Directors' judgement.

That being said, Eurofurence has generally been a quiet and pleasurable experience in previous years, with only very few cases of misbehavior, and we expect the convention to be as friendly and open as always. We hope you'll have a great time!

Radio Channel Warning

Please note: The convention staff uses PMR radios for communication. Only the channels 1 and 2 are available for the public; all others (channels 3 to 8) are reserved for convention purposes. Do not interfere with staff communications. Thank you!

Internet Access

We provide free wireless internet access again, like we did in the previous years.

Due to bandwidth limitations, access will be restricted to standard internet services such as web, mail and IRC.

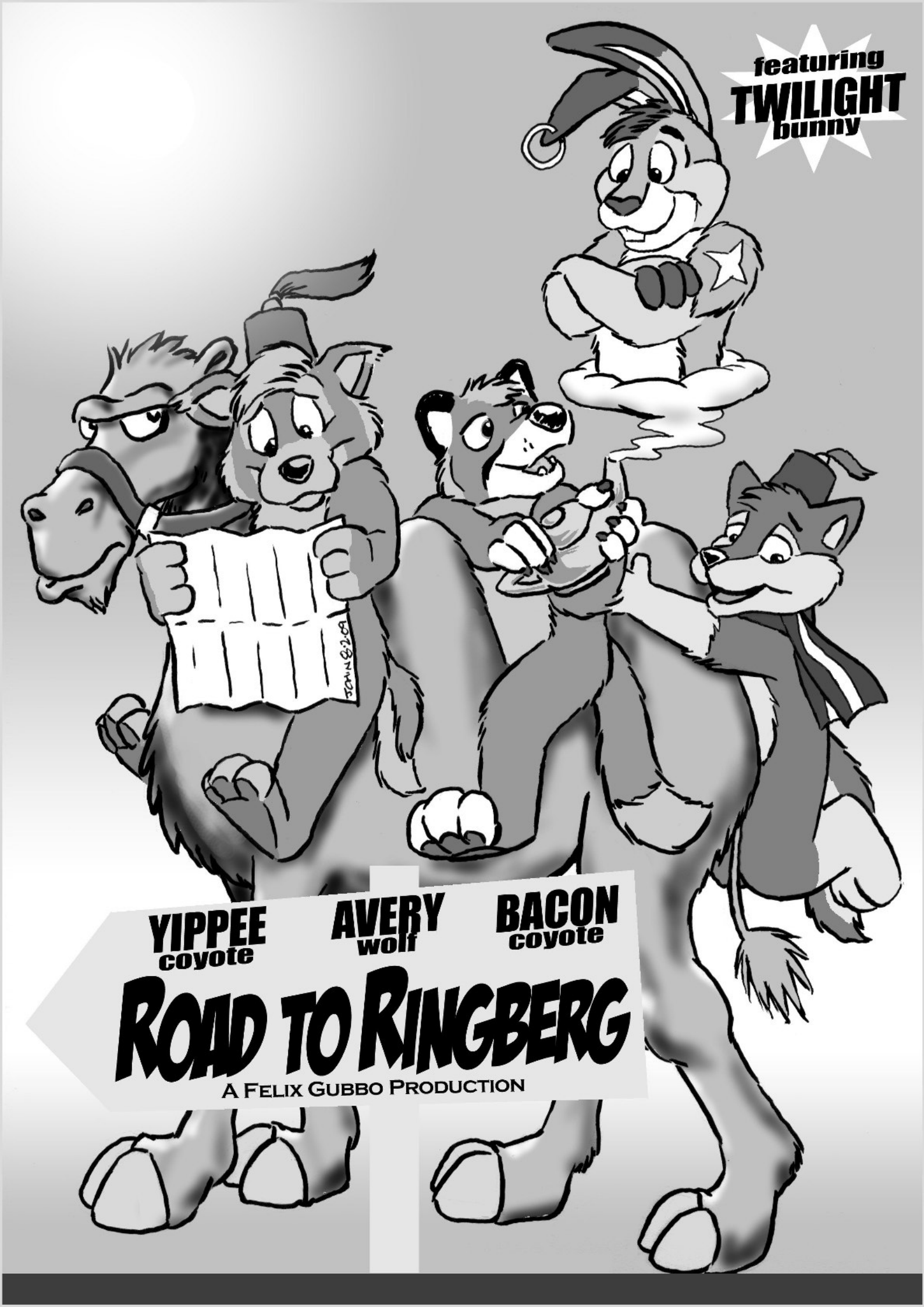
Because of the large scale of the hotel, we only can provide access at the lobby, the convention center, and the terrace.

Our public network is not meant to be used to transfer tons of stuff over smb shares. If you're planning to do this, please use a cable.

If you can't live without WoW and Second Life for the duration of the con, please be so kind and switch over to the T-Com hotspot.

SSID: EF_Public.stage
SSID: EF_Public.lobby1
SSID: EF_Public.lobby2
SSID: EF_Public.zoo1
SSID: EF_Public.zoo2

WPA-PSK(TKIP): tails-of-1001-nights

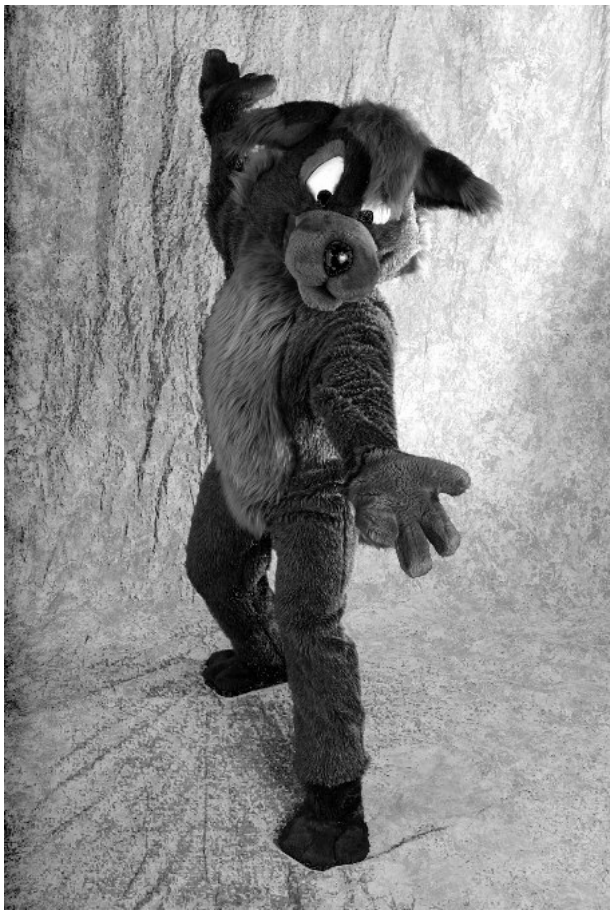

featuring
TWILIGHT
bunny
YIPPEE
coyote
AVERY
wolf
BACON
coyote
ROAD TO RINGBERG
A FELIX GUBBO PRODUCTION

Guest of Honor

Jimmy Chin – A Coyote's Tale

I figured I would make a coyote. In 1995, John Nunnemacher and I moved west from Florida to Los Angeles to pursue animation careers, facing a tough market and settled for small studio animation jobs. I took this opportunity to reinvent myself, drawing a new fursona as a coyote rather than Benton R. Bunnell, the rabbit that represented me from unnamed conception in 1990. Kohii Canyon simply traded Bunnell's grey fur for beige and long bunny ears for a long waggy coyote tail. Kohii was "me with fur," and I didn't want to build my fursona as a suit – I wanted to wear a costume to become someone else.

I was in a stable enough environment in 1996 that I could build my second fursuit. Another animator and costumer Dave Kuhn helped me, and Lance Ikegawa provided the hitching point. Although I'd been a fan of Wile E. Coyote since I was young, Lance shared the 1961 Disney featurette "The Coyote's Lament," wrapping a coyote's point-of-view narrative around a few Pluto cartoons with a little-known character, Bent-Tail Coyote, predating Wile E. by four years. *This* would be the model for my fursuit. Rather than Wile E.'s devious, crafty nature, Bent-Tail had a more dopey expression, with a lovable bulbous muzzle and silly head-tuft.



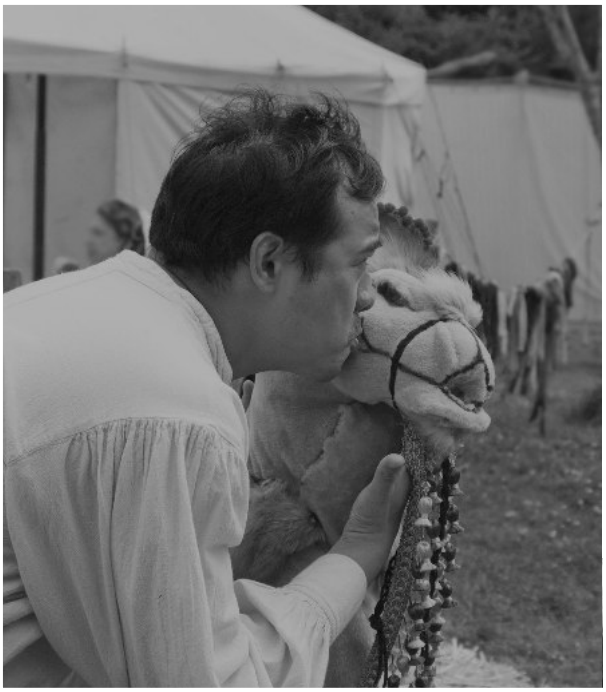
My coyote project started as the cartoon character I wanted to pretend being. Friends called me a "living toon," with moments of crazy expression and frantic motions, when I wasn't being the shy, quiet guy at work or in public. Despite my long desire to be a mascot performer, I hadn't made the cut, so this as-yet unnamed coyote would be my outlet. By coincidence, that summer a hockey team landed in the desert – the Phoenix Coyotes – and I daydreamed of pitching a mascot to them.

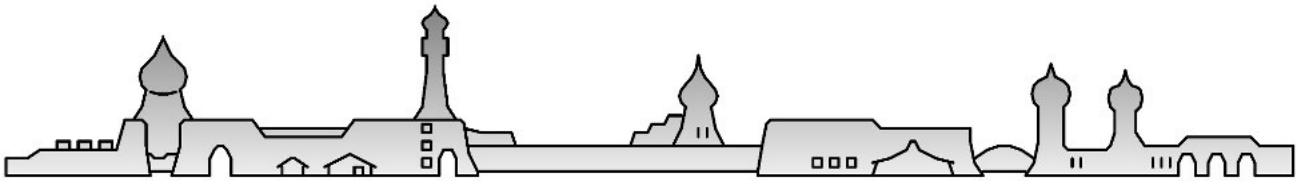
A parade application asked me to name my unfinished coyote. I had a few options for names, but they are lost to history. Ultimately Yippee also got his name from Coyote's Lament, and the coyotes' refrain, "Yip-yip-yip-Yowl!" I later constructed his full name Yippocrates Escondido Coyote – The first from the Greek physician Hippocrates, the second is a reference to Ken Macklin's Weasel Patrol ("Escondido?! AIEEE!"). Yippee debuted at a fursuit wedding on Halloween 1996, and was seen a month later in the eclectic Pasadena Doo-dah Parade.

Since then, I've relocated to the San Francisco Bay and done dozens of community appearances with our local performing group *Critters by the Bay*. My partner Croc and I share a common love of mascots and character performing, and often talk about the performing arts. Although Yippee has won a couple costume award ribbons, and tied for second place at his ConFURence 8 debut, it's not been about the awards or fame or tournament wins or money, but about entertaining people. Through this thirteen-year-old heap of browned upholstery foam and threadbare fur

I've brought smiles to countless faces, beyond the convention halls. He's not just me-with-fur, but he's an idealized character I'd wanted to be, and through his antics and spending much time not just inside his head, but in his mind, I've grown as a person. If you spend enough time with a smile stuck on your head, you can't help but smile on the inside as well.

I've hoped to inspire the new fursuiters of today to strive to bring fursuits to life as characters, prolonging the sense of fun and magic that I've loved to share for over a dozen years. The magic is there, trust me. When you create an imaginary character and get people to put aside their adult skepticism and play pretend along with you, *that* is magic. Sure, I loved getting a crowd to cheer, but when I make a memorable moment with a few guests, spectators, attendees, I think it makes the world a little brighter, one smile at a time.





Sponsors

Cheetah
Jumpy
Tabalon
FinFarenath
o'wolf
Reesa
Eisfuchs
Riffuchs
Furvan
Lynard
};{
o kill
Wolffire
Thalian
Rapante
PatriX Darkhoof
Blue_Panther
Ysegrim
Angus
Akita Inus
Eisbaer
Footpad
Exalted
Puschelfuss
Mhisani Fox
Locutus
Roman
KingSimba
Tekumseh
Madoushi
Kitt Spidox
Shirik
CleanerWolf
Luschhoernchen
Orci
Blutwolf
Shian
Huskers
smove
colifox
Rallicat
doco
Fawks Beaumont
Man1c M0g
Inodemus
Tony
Shadow_Tam
Lupo
Erilo Crown
Stripe Kazama
Runo
Shep Shepherd
Lothrek
Branded Bunni
hHp
AlleyKat
Vixen Chira
Kamuniak
Elfasi
KryoMouse

Carex
VobE
Xarteras
Devilwuff
Tsanawo
Kyian
Foxx
Thyrus
TrustyFox
Spadge
Wolftale
Rotfuchs
Pinky Raccoon
Bariki
Tsalin
Skie
Bengges
Winterheart
Inu
Shay
Schneelocke
Shiron
Yamavu
Albrecht
Shivon
Semoy
{GiGi}
Kazagh
BlixBunny
Kulze
Tigrenok
Remco
Tailen
nifelan
Atkelar
Twinkie Ottah
Blacksnip
Ra-Fluffsky
chandri
Khaosfox
ToneFox
ardagan
Rakhan
Nesias von Wolfen
Kisu
ShadowCat
Zid
Khaycen
RedWolf
Zver
Pilgrim
Feuerfunke
EbiDK
Balto
skov
Wild-Wolf
Nekotorisha
Blacktiger
Zuki
Felfur

White Tiger
FrisbeeDog
Suran
Joon
TheCrow
Recherei
leinir
Jrik the Cheetah
Nerkitt
Agrajag
Koya
Skunkhase
(ForcesWerwolf)
Orona
Bastian
Lupestripe
Utlah
Kal
Deihnyx
Saethwr
Vulky
Yukon
Kensaro
Morkeleb
SouthPaw
Fuzzy
Drayygon
Pony
leomi
Papst
J.C.Fox
Binadamu
Mooie
Blue-Vee
Wolfer
Chryos Stormwing
Timduru
Bonsi
Parca
Ryu
Oswaldo
Fauho
Mr_Scar
Gwyndolium
Yarwick
Wolfie
Hige
Ieniki Coon
Goldfoxie
Blue Tails
CML
Farren
Dimonius
Vector
Asphyxia
Cirez
Stripeyfox
Doggy
KwisA
Barney Dog

Azrael
Tylon
Wuestenrotfuchs
Tazz
Felix Katz
Fuchur
yagfox
redwolf
Black Wulf
Pfluftel
Cyan Fur Moana
Koryak
Fafnir Kristensen
Foxb
Tioh
Batian_Lion
karmakat
Horsie49
Jagu
Leguma
Ekevu
Shadowolf
Hiru_Wolfstein
Atpaw
Kefen
Saber
DukeFawks
Aetobatus
Charlie
JAR
Shiro
Sneakpaw
Starbound
Igon
Armand Karlsen
Ozone Colfy
WhiteShadow Fox
Oddity
Nexion
Aikho
Junkvist
Delph
Welf
Lupyfur
Brôgon
Shaman
Karakina Fox
Ordos
takatha
Reactiv
Melusine
Darius
Kyyanno
Flookie
naut
yotie
StoelBank
AK
Tyger
Destorarc

BlackFerret
Wruf
RealZero
Shadow
BlackKitten
Tefnut
ProudPaw
Clover
Tsume
K9Primate
LeoNerd
Tomfur
Raschkar
cLx
greskil vulfhart
blazingstar
KrylCW
Prismo / Sixpaws
Langohr
Natsuke
Dolan
Wikke
dz2001
CaidaTigre
DustyYote
Shyboar
Wulf
HyperTiger
Ikari Yalter
Là TeR-nee
LKG01A Duke
Xopek
Galdor
Nightwolf
infinity
ph3-der-loewe
Sairys
Vulpes Rex
Kayjay
Katara
Lemrethh
Itchigo Icetalons
Rena der Fuchs
Mran
Wulfer
Wachhund
Sharey Foxroo
Dinoex
Athesis
Omnio
Pathia
Jako Roo
Duncan Roo
iRBiS
Wolfspawn
FurbleFox
MuscleDragon89
Sasho Windfeather
Dan_F
Fuji_ita

Ursa Major Awards

The Ursa Major Awards for excellence in the furry arts are presented annually by the Anthropomorphic Literature and Arts Association (ALAA), a membership organization dedicated to promoting anthropomorphic literature and arts through such projects as the Recommended Furry Reading List and the Ursa Major Award. See the Ursa Major web site for more information:
www.ursamajorawards.org

Eurofurence congratulates the winners of the awards for anthropomorphic works released in 2008. We are especially pleased to find last year's con book cover among the winners!

Best Anthropomorphic Motion Picture: ***Bolt***
(Producer: Walt Disney; Distributors: Walt Disney Studios Motion Pictures, November 21)

Best Anthropomorphic Dramatic Short Work or Series: ***There She Is***
(SamBakZa, series episodes #3 (Doku & Nabi), #4 (Paradise), and #5 (Imagine))

Best Anthropomorphic Novel: ***Waterways***
by Kyell Gold. (Sofawolf Press, January)

Best Anthropomorphic Short Fiction: ***In Between***
by Kyell Gold (In Out of Position, Sofawolf Press, January) Adults Only.

Best Anthropomorphic Other Literary Work: ***Dog's Days of Summer***
by Blotch. (Sofawolf Press, graphic novel, June 8)

Best Anthropomorphic Graphic Story: ***Heathen City***
by Alex Vance, illustrated by Ayato, Distasty, Krahnos, Charha and Fel. (Bad Dog Books, #1 June)

Best Anthropomorphic Comic Strip: ***Fur-Piled***
by Leo Magna/A. Husky. (Internet strips from #220 to #271)

Best Anthropomorphic Magazine: ***Heat #5***
(Sofawolf Press, May)

Best Anthropomorphic Published Illustration: ***Suhl***
(by Blotch, cover of Eurofurence 14 program book, August)

Best Anthropomorphic Game: ***Spore***
(Developer: Maxis; Publisher: Electronic Arts, September 7)

Seen something this year you think might be a candidate for the next awards? Then recommend it! The annual **Recommended Furry Reading List** is open for all Furry fans to recommend the best anthropomorphic movies, TV series, novels, artwork, games, et cetera published during 2009. The list helps other fans find gems they might otherwise miss. The list can also be a guide to help fans nominate candidates for the next awards. Please send your recommendations through the end of 2009 to:
recommended@ursamajorawards.org

Charity Project

Wild Animal Park Suhl

This year, Eurofurence Charity will support a project very close to the consite: The Wild Animal Park in Suhl. Eurofurence features a lot of different events where you can donate money to the Animal Park while enjoying the convention. Due to the proximity to the con site you might just pay a visit if you'd like to. So let us give you an overview of the Park and its activities.

Suhl's Animal Park is located in a scenic valley next to the Ringberg, surrounded by a nature reserve and close to a popular hiking resort of the region.

It features a variety of different animals and is committed to the protection of endangered animals, such as the European Lynx and the European Mink where a special rebreeding program is conducted. Overall it features about 100 kinds of different animals, mostly animals of the region with only a few exotic exceptions in the zoo's vivarium. The lynx is the mascot of the facility.

The park is trying to give visitors a close view on the animals and their lives. Visitors can get near to the wildlife and take a look at the animal's daily routine. It also features a special chance for handicapped people to get in touch with wildlife and its animals. Featuring a devoted

team and a big load of creative ideas the zoo's team is working on making the place more attractive for both the animals and the visitors. Enclosures and facilities are to be modernized. Therefore, the Wild Animal Park needs to raise funds. Eurofurence is going to conduct various charity events in order to collect money for the zoo. Additionally, art can be purchased in the art auction for charity reasons. Just have a look at the art show.

Charity Project

Events

Fortune Telling
Thu, 16:00 - 18:00 · Lobby
Have a look at the future and let yourself foresee your destiny.
Donation: 1 €

Pool Party
Fri, 19:00 - 00:00 · Hotel Pool
Riffuchs & MafunDi
Finally arrived at Eurofurence? All stressed out from your long ride? Then we suggest relaxing at Eurofurence's first pool party. Spend some hours with your friends, enjoy soft music and drinks within the delightful ambience of the hotel's pool area. Don't even think of missing this event! Go, get your own ticket before they're sold out! Especially because every Euro from it is dedicated to this year's charity, the local Zoo in Suhl.
Donation: 10 €

Tribal art body painting
Fri, 15:00 - 18:00 · Artists' Alley / The Bizarre Bazaar
PanHesekiel Shiroi, dividedwolf, EosFoxx
Let talented artists paint really gorgeous tribal art at your body.
Donation: Depends on your art request, just ask!

Summer Party in the Wild Animal Park Suhl
Sat, 14:00 - 17:00 · Wild Animal Park Suhl
Join the fursuiters at a parade through the park and get in touch with the animals and the park.
Donation: 6 € (entrance fee)

Charity Round Table
Time and place will be announced at the convention!
EosFoxx, Pan Hesekiel Shiroi, Badger & Uncle Kage
This year, the charity collects for the Zoo of Suhl and we would like to give you an introduction to the reasons why we decided to collect for this zoo, and what is important about it. We will also talk about how the zoo will use the money, and which kind of charity events will take place this year.

http://www.tierpark-suhl.de/

An Arcanine Goes Leipzig

by King Tajbu

...or: How to build an Arcanine quadsuit!

First, there was the idea. I have always wanted to make a quadsuit.

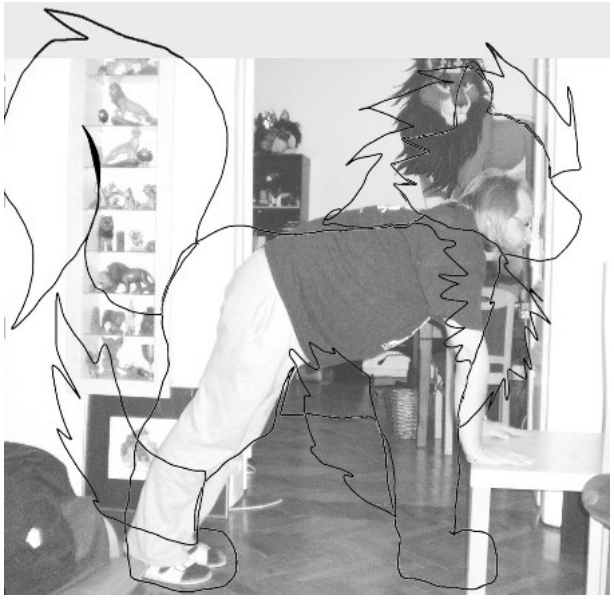
Some time ago, I promised Neomae to attend a cosplay at the Leipzig Book Fair with her. As she is a real Pokemon fan, we decided to do a Pokemon group cosplay.

I was not much into Pokemon myself, so I first needed to find out which character would suit me best. To that effect I watched a few episodes of the series. For me it was clear that it would have to be a four-legged one, which resembled me in some way. Eventually, we decided to do an arcanine, because it somehow fit my personality best.

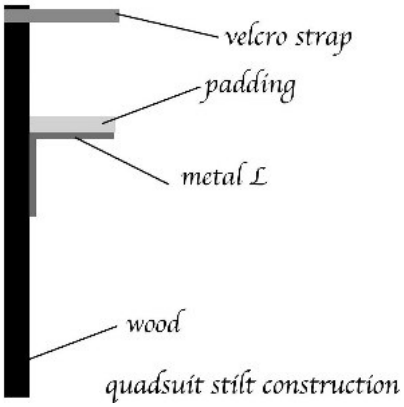
I have read a lot about building quadsuits. But I found that, in some way, many of them look as if the proportions are wrong, or they are either too small or too big. If you search the web, you will find a few pictures of quadsuits, but next to no information on how they are built, or what "magic" is used inside the suit. So we had to find it out by ourselves, all along motivated by the mission to build the fandom's presumably first arcanine quadsuit in Europe.

In a shop in Vienna I found a really special, good looking red fur and also some brown fur. Now we could get things started. A quadsuit needs stilts for the forelegs. So the first idea was, to make a picture of myself in the right position (hunched over, hands on a tea table) and draw the outlines of the arcanine around this photograph. We also used this technique to adjust the length of the stilts.

As you can see in the concept sketch, this suit needs stilts for the forelegs and lots of padding for the hind legs. Also, it dawned upon us that the head would have to be huge and worn at a slight angle. I asked Cupropituvanso to think about a concept for the forearm stilts. We came up with lots of complicated ideas, like using a big pipe construction, etc. Finally, he took an ordinary piece of wood and screwed some handles onto it. We found out that this was an appropriate solution. Funny how the simple things often tend to work best.



It's obvious that a lot of padding was needed to build this suit. So the next questions came up: How can we put that much padding into the suit and still make it fit and stay in place. I asked a good friend of mine, Erika, what we could do. She suggested to make an undersuit out of some kind of flexible material. The padding would be attached to this undersuit, and then, finally, the fur could be added.



quadsuit stilt construction

It turned out to be a good idea to have the arcanine's outlines drawn on a transparent paper. In this way, it was always easy to check whether the amount of padding was sufficient. Once the silhouette of the suit met the outlines on the paper held up before our eyes, the amount of padding was right. In the picture you can see that the padding was first put into place with duct tape, then glued to the undersuit.

Finally, the fun part started – the creation of the head. It was the basis for the proportions of arcanine. After that, the pattern for the fursuit body was made. Attention to all fursuit builders out there: the pattern of the body is VERY different from that of an anthro fursuit. The first mistake was to place the start of the forelegs where my human shoulders are, "anthro-style". This looks really scary and false. When doing a quadsuit you have to keep in mind that animal anatomy is very different from human anatomy, especially the design of the forelegs. They don't start up high like the shoulders of a human, they are located a lot lower. Creating the body pattern was a long process of

trial and error, as it needed a lot of adjustments when being put on.

On the picture you can see the "wrong" position of the forelegs which looks rather strange – it definitely needed to be changed. The tail and all of the paddings were made out of foam.

We worked on the fursuit like crazy for many weeks. The design of the arcanine, the padding and proportions were done by Neomae, Azrael and myself. One of the most complex challenges was to make the fur look right. After countless of hours of work (and lots of money) we came to a stage where arcanine finally began to look really good. Only one day before the cosplay we gave the costume its finishing touches and made arcanine look as natural and as close to the original as possible.

But a cosplay is not only about the costumes, it is also about an entertaining performance. Our first idea had been to make a performance with "black men" and one pokemon and its trainer, but the concept didn't work out too well.

So we changed the concept to perform a full pokemon battle on stage – but to do so, more than one pokemon and one trainer (me = Arcanine and Neomae = Flavia) were needed – in fact we needed at least two of each. Fortunately Elik and Rocky were willing to help us out and did their best to create their costumes in the very last minute. Elik played a very cute and unique pikachu and Rocky did a great job on Ash.

How to make that work:

We figured out ways to visualize the different pokemon attacks, and Neomae came up with an anime and game based choreography for the battle. The cosplay contest itself was very funny. We staged a battle between Ash and his pikachu, and the gym leader Flavia and her arcanine fighting for a heat badge.

The cast of the cosplay was:

Flavia	Neomae
Arcanine	King Taibu
Ash	Rocky
Pikachu	Elikgoyle
Attack	Azrael

You can watch the video on Youtube:
http://www.youtube.com/watch?v=CvsdSMUw4N0

We were really, really thrilled about the result. Mainly we were looking to have fun and to enjoy ourselves. But as a reward for our hard work and effort we won the first prize in this contest.

I am personally very, very happy how the arcanine costume turned out. It was a fantastic, cool group project and I want to thank all people who helped to realize the idea. A very funny thing was that most people didn't understand how one person can be in that suit. Most people thought that it's a two-person suit. After they saw me moving, they got confused. If you look at the pictures you can see that it is huge.

I guess we made the proportions look quite well.

Building a quadsuit definitely needs many deviations from conventional costume design. In the building process you can make a lot of mistakes which are really time-consuming to fix. I hope that I was able provide some basic information to help you avoid at least some of them. If you are interested in more information, you can always contact me via mail (*kingtaibu@lionking.at*), ICQ (*7750086*) or IRC (*taibu*).

I am really looking forward to seeing more quadsuits move around at conventions!

EF Newspaper

This year, for the first time, Eurofurence will have its own "newspaper": *The Daily Eurofurence*. Appearing Wednesday through Sunday, this two-page newsletter aims to both inform and entertain the con-goers.

While *The Daily Eurofurence* is one of the official communication channels for timetable updates or announcements by core staff and hotel management, most of its two pages are dedicated to reports and pictures from the convention, as well as interviews, cartoons, puzzles and trivia. Who won the Show quiz? What happened during yesterdays events? And what does the chairman see in Eurofurence's future? *The Daily Eurofurence* knows the answers. Four writers from four European countries and two experienced photographers hunt down the hottest stories for you.

The news crew is part of the newly founded *Con Operations* department (ConOps), lead by Riffuchs. ConOps prepare and rearrange SIG rooms, they put the LAN and wireless infrastructure in place, they decorate the hotel, run the shuttle service, and many things more.

While many of these tasks happen in the background, there are many good reasons why you could want to get in touch with the ConOps team. The ConOps headquarter serves as a versatile information center open to all con-goers. If you have a question, a problem or an article for Lost&Found, please don't be shy to drop by. We can also help you, if you have any urgent print jobs like some handout for your workshop. The ConOps office is equipped with its own laserjet printer that can handle formats up to A3. Our office is located in the basement; just walk down the stairs and turn right.

Shuttle Service Schedule

Wednesday to Saturday
10:00 - 12:00
18:00 - 20:00
00:00 - 02:00 (03:00 on Saturday)

What Magic is Supposed to Be

by Riffuchs

The dream is fading, and the last thing I remember from it is my wish to be here again. Wherever here in my dream was. A distant voice called me. Of course I must have been sleeping. But now the voice is gone. The only thing left is me, here in my tent, in the middle of the night in the middle of nowhere in this desert. I turn around and I smile. She's really there, not only a part of my dream. Still there. I touch her soft sand brown fur with my black paws.

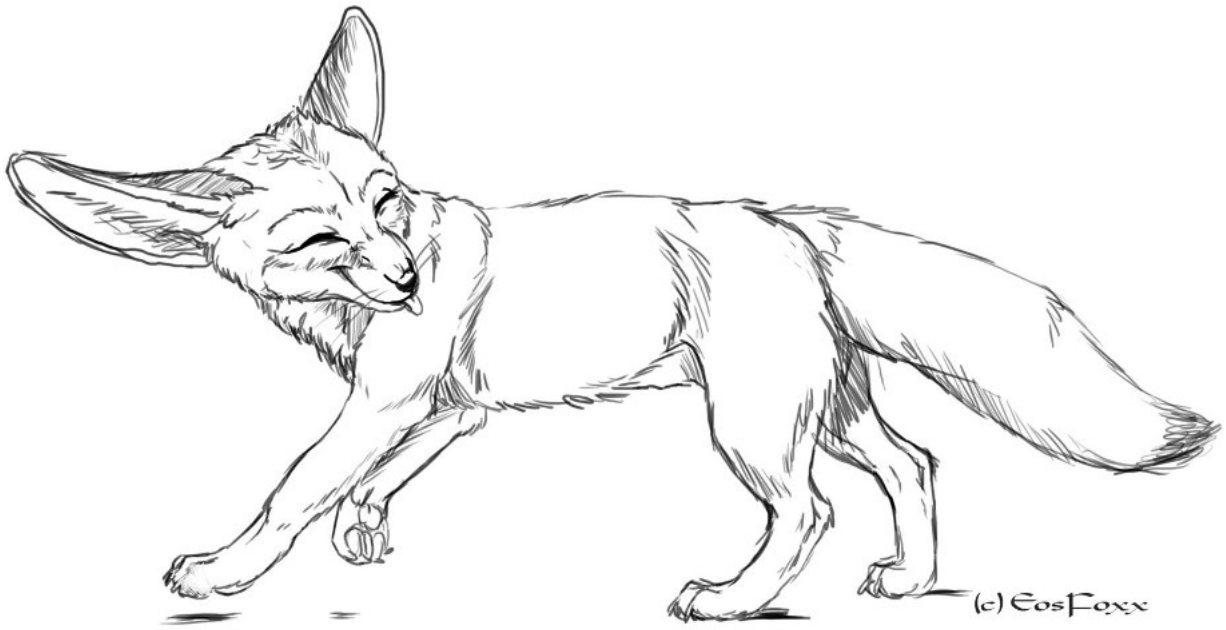
I remember the dream. How silly. I had fingers without claws and black fur. Strange. There it is again, this distant voice. I cup my ears towards the noise, trying to focus on its direction but without much success. The cold air in the desert night often carries sounds miles over miles, adding up to the already lost feeling in the endless expanse. It must have been really far away. Carefully, trying not to wake her, I rise, watching her as I do so. As I listen for the voice, there's nothing to hear but her soft breath.

The sand is still warm under its cold surface as I walk over it. I listen, eyes focused into the dark, but there's nothing to hear. Minutes pass, nothing happens. Just at the moment when I'm about to turn and pace back slowly, I hear it again. Someone is calling. Its still far away but I can hear the words clearly: "Sir, Hello?" I wince as I feel soft paws around my slender wrist. My paw wants to dart towards my dagger's hilt, but all it does is twitch. It's her, standing behind me, embracing me in her soft arms. I can feel her muzzle next to my cheek. If it weren't for the voice, I would be completely lost in this wonderful moment.

The night is chilly, but the sky is clear as every night, and the firmament is fired by thousands and thousands of small sparkling diamonds and the desert glows softly in the grey blue moonlight. It's silent and completely peaceful. Maybe her soft cougar ears are not as good and large as mine, but this time the voice is not dulled. "Sir, Hello?" There it was again.

My large, black furred fox ears keep flicking nervously in several directions. She is all relaxed and still holding me in her warm embrace. I can feel her smiling, watching my ears flick, and some moments later I feel her soft lips brushing against them. Maybe I'm still wrong, or my nerves attempt to trick me. It's hard to calm down. There are some people around in the desert who only care for gold and other less worthy pieces but still worth the effort of a knife's cut. But she's completely unaware of the voice. I still feel uneasy, but the whole night had been a bit strange, so I try to relax and to enjoy the moment with her.

There's this voice, again: "Sir, Hello?", and this time I snap back to attention. It took me a moment to get aware of the situation and also some more time to remember why I'm here. Now I'm back at the antique store and back in the real world. I hope, at least. I glance around, down to my fingers, still holding that old oil lamp. They're hu-



man. Yes, I'm back, but I'm only partly aware of the store around me. From the day when I first purchased the lamp I still know that it is large, filled with long shelves full of antique pieces. But now the world around feels smaller, even shrinking. The lamp whispers words into the small world, telling me that there's more. Oh, I already have some ideas how much more. Damn, this thing still has a grip on me. Finally, I place the lamp back on the traders desk.

I must still look puzzled or confused. Maybe both. But he's only looking at me with that faint, knowing grin. He took the lamp and then looked back at me. "I believe you want to keep it at least for another day. Or maybe some more". With that he points at the side of the lamp. I look at him, still not able to get over my confusion. Then he points his finger to the marks on the lamps side. I barely remember that there once were more, two more. But now only one is left.

I refuse to take it again as he starts to offer me the lamp more urgently. And again, he's smiling that faint grin. I keep refusing to take the lamp. "You know," he starts again, "it's your last chance for the next 100 years. And I doubt that you may live long enough for that. So you better think twice." He starts to annoy me because I still don't get it and I can see him watching my face, musing about me not understanding. "I – ah – You see, most people think that one has three wishes free every time the owner changes. But over all those years some important details were lost to the knowledge of most people." I'm waiting for him to finish. Still looking confused. "One details is, indeed, that the lamp offers three wishes, but not until a whole century has passed and the owner changed". Again, he offers me the lamp. I keep refusing it. I wish I could make him underst… I cut off my thoughts. No, no more wishes, I had my turn of the share. And now I start to smile at him.

This time he's the one who starts to look confused, not understanding because I don't want to take it again. "But Sir" he tries his luck, "it's your lamp and your last wish". I simply draw back from the counter and turn around, towards the door. The dim light of the shop feels, again, like leaving the word in which I've been not so long before. A soft feeling of envy fills my chest. I hesitate a moment before touching the cold doorhandle. I hear him, can feel him stare at my back. And I also feel the lamp's warm lulling touch.

"Sir?" he starts again. Finally, I turn my head over my shoulder, still smiling. Like some seconds ago, the merchant behind his old wooden desk, looks puzzled. I keep my smiling "You know," I start like him "I had my turn. I will keep it in my heart. And such magic isn't meant to be kept hidden in some dark place or a single persons hand but to be experienced and shared." The lamp still whispers within my head, offering me sweet thoughts. I turn my head towards the door, leaving the world I just explored. But I keep smiling.

As I walk down the street, watching the sun settling for the night, I remember the world I have been some hours ago. I wish I could be back. But this time I have no lamp in my fingers and no wishes that may be granted. Looking down at them I see that they, again, are black furred paws... and that the street is warm, yellow sand. I bet ***he*** smiles again, knowing.

END

Obituary: Crocuta

Crocu was quite a happy gulo gulo.

He often told me of his childhood in the north where there were big forests and fells to explore. He really enjoyed it and was allowed to freely roam by his parents. That's how I knew him as well. He spent hours a day photographing and exploring his surroundings. When we got together we were trapped in a very small apartment, and it made Crocu often feel really depressed. He felt his imagination and love of photography was suffering a lot from it. He still did all those things he loved and I'm happy he did, living in the moment.

Every year we took some money aside to get him to Eurofurence. He would have liked me to come along, as would have I, but I often felt that it was more important to Crocu. He needed the break from our small apartment and the confines of it. Travelling was something he really loved to do. He tried to arrive early every year so he could spend time photographing the site and adventuring around. Once he was without a hotel to stay for a night, he didn't mind it all but took it as an new experience. He later told me that he had found a mouse in the darkness of the airport he was exploring.

All in all, life for him was about experiences, imagination, and exploring. The description he once wrote of himself said that he's a happy gulo exploring the fells and forests of north and always looking for what's behind the next tree. I'd like to add that he was a very kind gulo. I never saw him yell at anyone, nor did I have any fights with him over the four years we were together. The only thing he hated was people who thought that everything is negative and worthless.

On his trip to visit his mother in January of 2009, he was eager to get to explore the forests there. From the last photos, conversations and messages I had with him, he was really happy there. On the morning of the 16th, he went to photograph the nearby forest and didn't come back. He was found dead on the 18th day near a small field, laying on the ground on the edge of a small forest patch. It was a very rough time for both of our families and of course it still is, not to forget all of his friends. After a lot of uncertainity, it turned out he had died in an accident, likely not realizing what was happening. That's how he looked too when I went to see him for the last time. He was almost like sleeping, looking very peaceful, and I held his hand for a moment before saying goodbye.

We often talked about death, what if it would come to either of us and what we wanted the other to do in that case. I'm glad we did. Also I'm glad the last time I saw him alive, he hugged me very tightly, as always before leaving on a trip.

I'm not sure what he believed, the line between imagination and reality was often quite blurry when we talked of such things. I'm sure he still believed that life was a wonderful thing and worth exploring and wondering... I wish there is somewhere a place where he can continue his little adventures, the kind of place we used to talk about. In all, I'm happy he got to return to the same place he came from, the big forests of his childhood.

obituary by wuffe

Bobcat

Sven Schumacher

born 14.12.1976
deceased 6.8.2009

Do not stand at my grave and weep,
I am not there, I do not sleep.

I am a thousand winds that blow.
I am the diamond glint on snow.
I am the sunlight on ripened grain.
I am the gentle autumn rain.

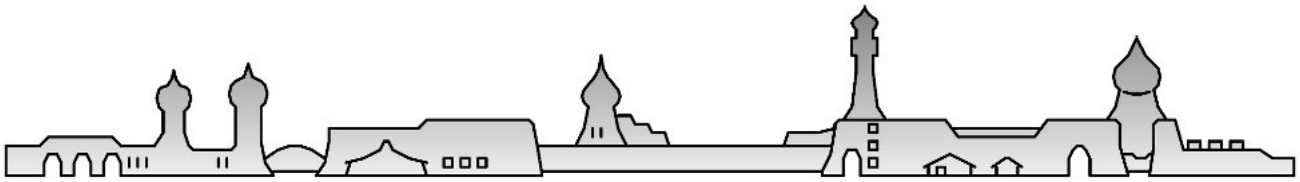
When you wake in the morning hush,
I am the swift, uplifting rush
Of quiet birds in circling flight.
I am the soft starlight at night.

Do not stand at my grave and weep.
I am not there, I do not sleep.
Do not stand at my grave and cry.
I am not there, I did not die!

Mary Frye (1932)

Raghav

Made in Germany



The Carpet Weaver's Daughter

by Cairyn

By the time of caliph Haruun al-Rashid, may his name be praised, Baghdad was a city of wonders without count, some collected from all over the world, some caught, some created, and the darkest and most wonderful of wonders conjured up from the nether realms, djinn and ifrit and barukh and mapeh. Riches were to be found at a street's corner (or so they say), and travellers came and went by ship or by caravan or sometimes even by rokh, although few people ever truly saw the huge birds, and some still believe them a myth, of which there were a thousand thousands as well. Badgers and cats from far-off Northern empires, oryx from the Egyptian deserts, young camels from the Beduin tribes, and, naturally, an abundance of foxes of all species both native and foreign roamed the streets of glorious Baghdad.

Suhayb the carpet weaver, a heavyset calico cat now in his middle age, was a traveller, yes, or had been so in his younger years, and he had set out to find riches, and he had seen wonders in his time. But while others had gained treasure and jewels and powerful magick, Suhayb had found just three things on his year-long travels to the borders of strange India, which were all precious and wonderful in their own right, but neither of them had made him truly rich and famous.

The first was a lamp with a djinn inside. That would've been cause for celebration, since these lamps are rare beyond words, but alas, the djinn within was just a small one, barely knee-high when abroad, and the wishes he could grant were of dubious power and debatable quality.

The second was a bottle with a potion that bestowed the power of flight to any fiber and hair, from sheep's wool to hemp linen. Controlled by words of power, any fabric made from brin thus treated would be able to carry items or even persons aloft. That was a powerful item, and it was Suhayb's most prized possession, but one.

The dearest acquisition of the carpet weaver, however, was his daughter, and the price he had paid for her was high indeed. In the mountains of Northern India he had met, wooed and married a feline girl of beauty and wit, and he thought himself the most lucky of cats when she bore him a daughter. Upon that event, he spent his first wish, which the djinn fulfilled not without much doubtful speech and many complaints: that the girl might inherit her parents' good qualities and none of their faults. Suhayb could never confirm whether the djinn's magic actually worked on that, or whether it was Allah's blessing that shone on sweet Nashita, but she grew up indeed to be bright and pretty and kind of heart.

But the ways of fate are often cruel, and when a plague ran rampant in the land, Nashita's mother fell ill. Suhayb spent the second wish on her well-being, but the djinn's powers were too weak; after a day of improved health, she succumbed to the plague again and died. Despairing, Suhayb never called for the djinn again for his third wish, and returned to Baghdad with Nashita to open a business and forget his years of happiness.

And forget he did, for his loss made the carpet weaver an embittered and scornful man. The potion he had acquired built him a successful business in making flying carpets, combining his trade with the hard-won magic he had brought home. It did not make him fabulously rich though; while he had dinars enough to build a city mansion, to educate his daughter, to keep servants, and to give to the poor as the Qur'an commands, he also had rivals in business (since even flying carpets were not unique wonders in the city of marvels), and with valuable wares such as his, and princes and nobles among his customers, his expenses for bakshish and service and entertainment were high.

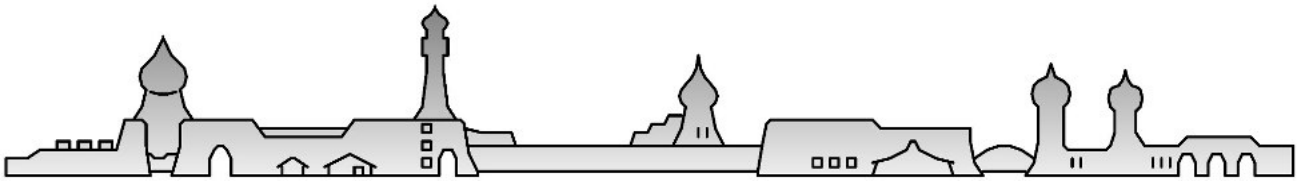
* * *

Thus, years passed, and Nashita grew into a beautiful young kitty, and the stock of magic potion dwindled. Suhayb sought a wealthy suitor for his daughter, because he knew that the day would come when his business would no longer exist. Among his customers, he had three or four names in mind, all well off and pleasant enough, but not among the nobles (whose tastes quite often were tainted, and whom Suhayb did not trust).

Yet, Nashita had other plans, for she had fallen in love with a young desert fox. Which was scandalous enough, being of a different species (at least among cats, who did care about this subject, while foxes did not), but even worse, he was poor. Not a beggar certainly, not a day laborer, but with little money to his name and rarely a dinar to spend.

His name was Ameen, and he was the son of a fruit merchant, with a mind suited alike for business and beauty.

Smart and clean and handsome, with a soft fluffy light brown coat; devoted to Allah as well, he never missed a prayer when the muezzin called, and he gave a helping hand to all in need; but truly: young men like this were a dirham a dozen in a city that had everything, and more.



Nashita was not just drawn to him because he adored her (that was easy; she had boys admire her slender frame and her graceful tail ever since she had first set paw in Baghdad), but because he didn't give up; despite not being well-off, he refused to bow to kismet. Ameen had plans, which sometimes were smart and fruitful (like the time he bought a new recipe from Ethiopian travellers that would conserve plums in a novel way), but sometimes ludicrous and adventurous and daring (like the idea to join a tiger captain by the name of Sindbad, who went on journeys beyond the ken of Islam), and for those latter ones Nashita loved him all the more.

Suhayb despised foolish dreams, having lost his so long ago, and he wasn't fond of Ameen's business sense either.

"Dates and figs," Ameen said, "are not all that different from flying carpets, you can buy them and sell them. But in the end, people will eat their dates and return for more, while the people who buy a flying carpet will usually not need a second one for a very long time. So, aren't dates and figs a more convenient business?"

Which, naturally, was something Suhayb did not like to hear, at all. "If your business is so convenient, how comes that you are still penniless?"

Ameen shrugged, unoffended. "The time will come when fate will reward me. In fact," he added with a smile, "it has already rewarded me with the love of your daughter, which is more precious to me than all the gold of Baghdad, and more sweet than all the candies of Turkey."

And after saying so, he accompanied Nashita to the market, where they dined on inexpensive but tasty morsels and smelled all the scents of Arabia, from myrrh and incense to fig and wine, from burning dung and bird's feather dust to lizard skin and olive oil. And all was fine in the world.

* * *

Whenever Ameen had the money to do so, he bought a gift for Nashita, something he could afford and would speak of his patient love more than of the depth of his purse, because he knew that the cat girl would scorn him for wasting dinars on baubles. Come Ramadan, he gave Nashita a prayer rug, somewhat worn and shabby now, but with an intricate design that had been knotted by a master of old.

"You shouldn't have," the cat said, but her fur bristled with secret pleasure.

"I had to," Ameen whispered. "I would love to give you more, but that will have to wait."

Suhayb, despite being an admirer of ancient patterns, was rather angry about the gift. That fox, giving his daughter a rug? Her, the only child of a carpet weaver? As if he, her father, wasn't able to provide her with the best, fanciest, softest prayer rug she'd ever own!

Nashita was full of sorrow about her father's attitude, and in the secrecy of her chambers she conversed with the djinn from the lamp. His name was Misbah – no, his true name remained unpronounceable by any throat not a djinn's, but Misbah was a fitting enough moniker for one of his kind.

"He will never accept Ameen as a son-in-law," she confided. "Anything below a wealthy business owner he thinks too far below our standing."

The djinn brushed his short fur with a tiny comb. "Suhayb once was a lot like Ameen, full of spirit and plans and hope. He is afraid Ameen will whisk you away on a dangerous quest."

Nashita sighed, for this was exactly what she hoped. Working the carpet business for the rest of her life was not what she had in mind for her future. "How can I convince Father that Ameen is worthy?"

Misbah wagged his tail and sniffled a bit. "There are traditions, you know?"

"There are?"

"If Suhayb challenges Ameen to perform three tasks, suitably difficult, and Ameen succeeds, he will have no choice but to honor him. This is how it was done in the ancient times, and all the heros of old had to face a test like this."

Nashita clapped her hands, pleased very much by the thought of Ameen being a hero of old. "That sounds like a fabulous idea! Will you suggest that to Father?"

Misbah sighed. "I have your father's ear no longer. He hasn't spoken to me in a long time, nor told me his third wish." He rubbed his ears, thoughtfully. "I don't know whether I look forward to hear it, or whether I should be afraid, because there is no telling what it may be."

So, Nashita went to her father alone and coaxed and begged until Suhayb growled a little and agreed. He would ask Ameen for three things, and if the fruit merchant's son could provide all three of them, Suhayb would permit him to woo his daughter formally (albeit he promised no more than that). But should Ameen fail to meet with success, he would no longer be welcome at the carpet weaver's door at all.

The very next day, when Ameen came to talk to Nashita, Suhayb spoke up and explained the rules to him and dared him to procure a rokh's feather until the next day's dusk.

Ameen set out at once, and upon his return well before the sun set on the following day he brought a feather with him, almost as long as his body, which sparkled and rustled in the breeze, as if it tried to fly away on its own.

Suhayb took the feather, secretly wondering where Ameen got it – because the carpet weaver was among the citizens of Baghdad who had never seen a rokh coming to

the city before. But he didn't ask, and took a deep breath, and ordered Ameen to find a bracelet, made from an elephant's tusk, inscribed with a verse written by a certain poet a hundred years ago, each letter inlaid with white gold.

That, surely, should be impossible to find, or so Suhayb thought. But the day went by, and the next day came, and when the shadows grew long and the sun started to disappear behind the roofs of Baghdad, Ameen was back, with an ivory bracelet gleaming with white gold lettering, and the letters told Suhayb the very verse he wanted to see.

Now the carpet weaver was amazed, but he was too absorbed in his resentment of Ameen to see what a great asset a man could be who was able to find a rokh's feather and a bracelet that didn't exist. So he thought of an even more impossible task.

"I want you," he commanded, "to bring me the carpet that hangs in the palace of Haruun al-Rashid himself, the one with the golden border and the circular pattern, the one right behind the caliph's throne."

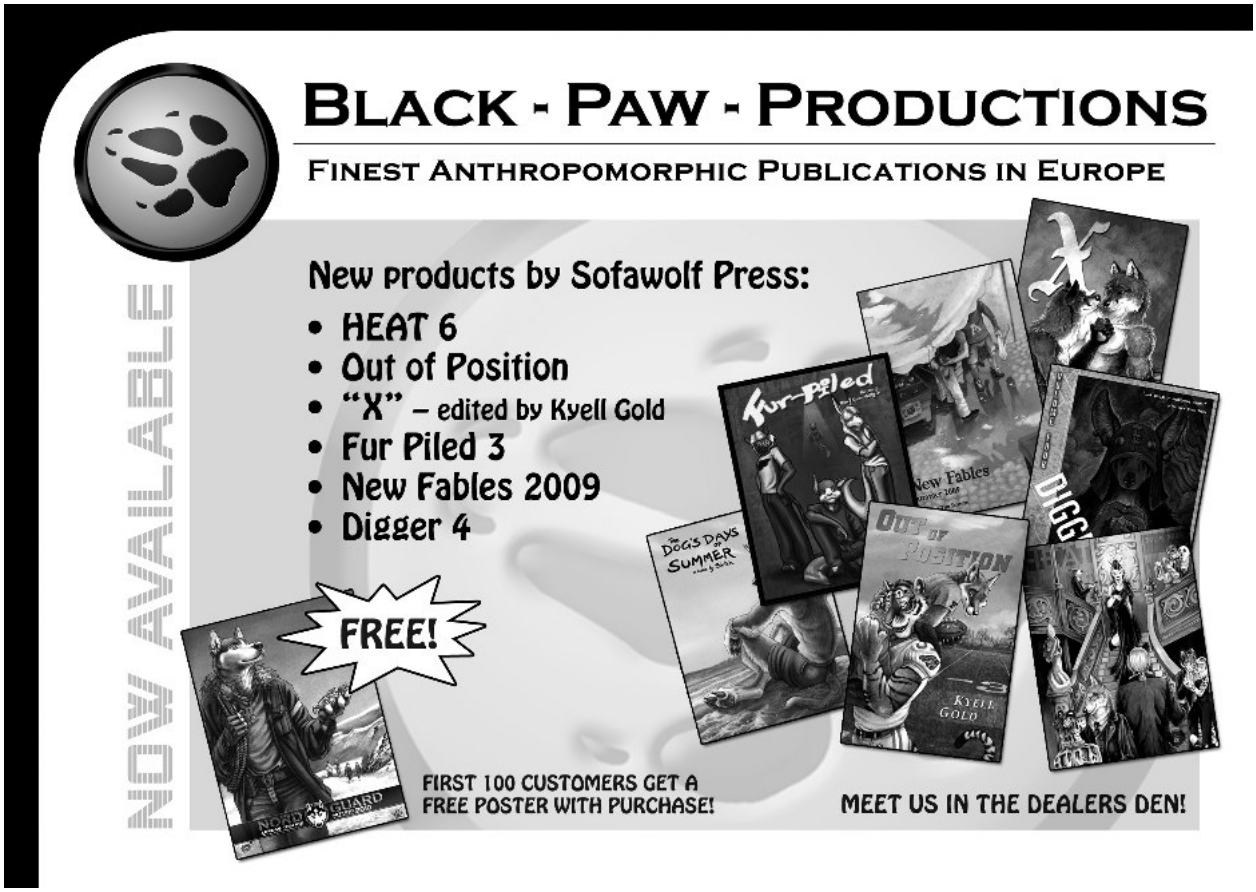
Even the thought of getting into the throne hall was ridiculous, but Ameen left at once, and went to the palace, where he called in all his favors and landed all his tricks; and yet, when the time came, he returned empty-handed to Suhayb, admitting defeat.

"There are thirty guards in the palace at the entrance alone, and forty more watching the throne, and fifty standing by who would come running at the slightest call, and no one would even discuss selling that very carpet because it is of the flying kind, and the caliph's personal one, too." So Ameen lost the challenge, and while he hadn't lost Nashita's respect, he could no longer come to Suhayb's door, however honorable his intentions.

"That," Nashita said to Misbah, "was not a fair deal." And she stormed into the inner chambers, where her father was preparing the carpets for their duty by sprinkling a droplet or two of the magical essence on them. "Father, that was a mean trick you played on Ameen. You knew the caliph would never part with that carpet."

Suhayb nodded gravely, continuing in his task without hesitation. "I knew, because this was the finest and most precious carpet I ever made, and I gave it to the caliph as a gift, and I am well aware how much he values it. There are other carpet weavers in the city with similar wares, but mine fly ahead of them all."

"Carpets, it's always carpets with you," Nashita yelled, her ears flattened against her head. She grabbed the bottle with the magical potion from her father's paw, and before Suhayb could react and wrestle it from her again, she had put the bottle to her lips and drank the remaining essence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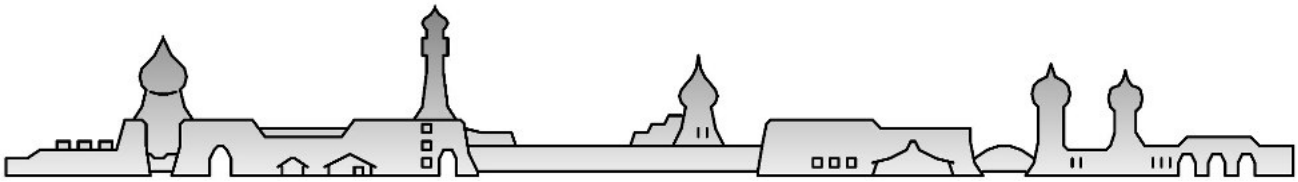


in one deep gulp. Suhayb froze, half afraid for his daughter (since the potion had never been intended for consumption), half outraged.

When Nashita didn't drop dead, and in fact didn't show any sign of becoming ill, his anger got the better of him, and he locked her in a room on the third floor, which held nothing but a bed and a few pillows to sit on. And he swore to himself that she would remain there until she agreed to marry a suitor of his choice, which would not be Ameen, surely.

* * *

"That was not a prime example of mindfulness, caution, and wits," Misbah told her. Apart from an old camel servant named Haleema, the djinn was the only one who would visit her in her confinement, not so much because Suhayb had allowed him to, but owing more to the fact that locked doors could not keep Misbah from entering. "You never know what magic might do when you use it in a new and unexpected way."

"I know." Despite her initial anger, Nashita regretted drinking the potion, not minding the danger, because it was her father's business, which he loved dearly. And despite Suhayb's rejection of Ameen, he had been a good father for many years, and she had failed in a daughter's duties despite knowing better. Now, Nashita was angry at herself as well, and still a bit afraid of the powerful essence she had so carelessly wasted. "But it doesn't seem to do anything, for good or for bad."

"You're not a carpet or a piece of cloth, so it might not do any more than a glass of wine." Misbah shrugged. "I am a djinn, not a potionmaker. You would have to ask the conjurers who mixed it."

And thus, the matter was sealed. Imprisoned in her room, with merely a little djinn and a gentle, but dull servant for conversation, Nashita walked up and down the chamber and looked out of the tiny window, too small to escape and too big to let her forget that there was an outside world, in which Ameen somewhere lived.

After a few days, she asked Haleema to bring her the prayer rug that Ameen had given to her, and the tools to knot carpets, so she would be able to occupy her hands by repairing the rug. But she had barely started, when she heard her friend's voice from outside the window.

Ameen was sitting on a ledge below the window, having climbed up by way of a nearby roof. Stretching his arms upwards, the tips of his fingers could barely touch hers, but oh! what a comforting touch that was! Nashita sighed and asked Ameen what he was up to.

"Doing something here and there," Ameen claimed. "I may not be allowed at your door any more, but no one said anything about a window. So perhaps I will sit here in the evenings, to hear your voice." For he could not see her face, just her arms reaching out for him.

And before he left, he told her how he had gotten the rokh's feather (which was a wondrous tale in itself), and how he had hired three silversmiths to create the bracelet that didn't exist, and what he told Haruun al-Rashid's master of ceremonies in the palace to gain entry.

So Ameen kept her company from the time the sun set, until the moon stood high, day after day, and a week passed like this, then two. The fruit merchant's son entertained her with stories he had heard (like the one of Sindbad's third journey and his encounter with the two-headed tiger of Magalore, or the folk tale of the moon's love for its mirror image in the ocean, or the curious tale of the Kadi and the seven virgins, which made Nashita giggle for it was certainly not a suitable story for a young kitty). And occasionally, Ameen sang for her, but to stay with the truth, she valued these efforts more for their romantic notion than for their artistic worth.

"You should stop seeing him," Misbah advised her. "If your father learns of his visits, he will be furious."

"He is quite engaged in his business, Haleema tells me." With a silver brush, Nashita was working through her silky fur. "With no more flying carpets to sell, he will need to invest elsewhere."

Misbah caught a tuft of fur floating through the air. "He is doing well, but I doubt his mood has much improved. Send Ameen away, to find a fortune in India; perhaps if he returns on an elephant's back loaded with treasure, Suhayb will be satisfied."

Nashita plucked fur from the brush and sent it adrift, prodded along by a tip of her claws. "It's not that simple any more; my father will never like Ameen. There is hatred in his look, and a darkness that consumes him. I do not know what possesses him, but I fear the worst."

The djinn shrugged, shook his tail, and bowed. "I will retire for the night, but think of what I told you. There is danger in what you do, for Ameen as well as for you." He changed into a colorful cloud of smoke, and disappeared under the door.

The cat sighed and put the brush away. She knew it was not proper to keep seeing Ameen, but how could she deny her heart's desire? Thoughtfully, she observed the drifting fur, silver and fawn and dark brown, tumbling about in the faint breeze as if it had a life of its own.

Or had it? Carefully, she muttered a word under her breath, and then, wide-eyed, watched a dance she hadn't expected.

* * *

Suhayb hadn't forgotten about Ameen or Nashita, but his days were occupied with business, and he wasn't in

the mood to even talk to his daughter. With no more flying carpets to sell – the last ones had been delivered already – he needed to change the business, to become a merchant for nonmagical goods, and that would take work, time, and patience. Nashita's folly had bereft him just of the little rest of magic potion, which he had expected to be gone in a short time anyway, so it was not an outright disaster, only a setback. He had talked, he had bribed, he had flattered the right people, from the mountaineer bear folk to the desert-dwelling camels, and if things came out the way he wanted, he would be a fat cat again in no time.

When he returned from his enterprises late in the evening, he heard voices from around the house. Scratching his muzzle in puzzlement, he followed the sound, and looking up the mansion's wall, he discovered Ameen sitting on a sill under Nashita's window. Suhayb wanted to call out, angry at the fox for bending the rules, but then a blackness of hatred came over him like an ifrit from the most foul depth of the netherworld. Instead of telling Ameen off, he left silently on cat's paws, entered the house through the front door, and went straight to the lamp that had been Misbah's home for untold centuries.

And then he rubbed the lamp and invoked the djinn, and he made his third wish – simple enough that even a spirit of minor powers could manage, but just as terrible in nature as Misbah had feared.

But Misbah could do nothing against it, for a wish was a wish, and he had to obey.

* * *

When Ameen didn't visit her that night, Nashita was not worried. When he wasn't there for the second night, she wondered whether he had forgotten to tell her about a journey. On the third night, the cat girl was full of sorrow, because Ameen might be sick or injured – for certainly he hadn't become tired of his visits, and never ever he would have fallen in love with someone else who was not imprisoned in a sparse room.

What was even more curious: Misbah didn't visit her any more, being perhaps very busy with whatever djinns did inside their lamps.

After the fifth day Nashita asked Haleema to fetch the lamp for her. The camel servant, who was the only being Nashita had talked to in days, obeyed. The oil lamp had become dull with neglect, and Misbah refused to come out even when she rubbed the container.

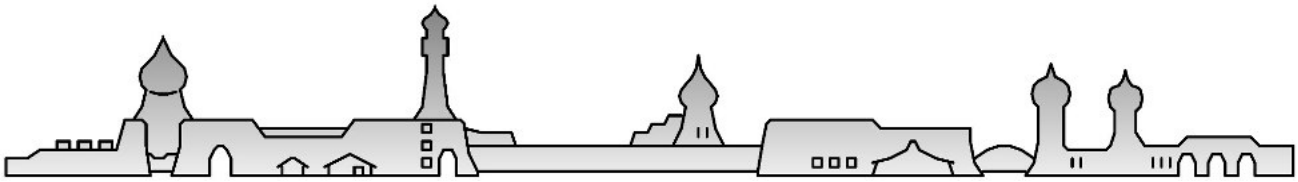
"What are you doing?" Nashita demanded to know. "Is it so important that you don't have time to talk to me any more?"

"I am resting," the djinn said on the inside, his tiny voice escaping though the lamp's nozzle.

"But I need your help."

"I am very comfortable here," Misbah responded, "and I might not come out for another century or two."

That was when Nashita realized that something was dearly wrong. "Ameen has disappeared, and I cannot send Haleema to find out his whereabouts."



"You would do better by forgetting about the fox."

"Did you send him to India?" Nashita had the feeling that Misbah had a little paw in the incident. "You know, the elephant and the treasure?" She shook the lamp violently.

"I did not!" squealed Misbah.

"Where is Ameen?"

Finally, smoke came out of the lamp and solidified into Misbah's diminutive foxy frame. He floated about for quite a while before even materializing his legs, and then he walked up and down the room instead of sitting down and getting to the point.

"Stop fussing and tell me about Ameen!" Nashita demanded.

Misbah covered his eyes with his hands and folded his ears down. "He is in prison, for planning the assassination of the caliph."

"He would never do anything like this!" the cat exclaimed, terrified beyond words, because the punishment for such a deed could be no less than death.

"He didn't, but they believe so."

"Why should they?"

"Because I told them." Misbah dropped to the ground, burying his muzzle under his arms. "I told them, because it was your father's final wish. And they believed it because Ameen had been in the palace already, snooping around and making strange requests."

Nashita threw herself on the bed, crying. Ameen, in prison? Her father wasting his wish on such a dishonorable and revolting deed? This couldn't be true! But Misbah – himself mortified by the thing he had been forced to do – just confirmed his story, and when Nashita had heard every sordid detail and circumstance of Suhayb's wish, she knew that she would never be able to convince the Kadi of Ameen's innocence. A djinn's power had brought harm on Ameen's head, and while it was a small djinn and a minor power, it was not to be trifled with, certainly not by a girl locked in a room in her father's house.

In a mere ten days, or so Misbah reported, Ameen would be executed for a crime he never committed, and neither Haleema – a mere servant – nor Misbah – still bound by the wish, and unable to act against it – could help her. The fox was doomed, and Nashita could not even visit him in prison, much less rescue him from an undeserved fate.

Silently, Misbah slipped into his lamp, embarrassed and miserable, leaving Nashita to her thoughts.

Ten days. With no friends in the city, what could she do in ten days? How could she disprove Ameen's guilt, or rip him from the executioner's clutches? She wasn't even a proper witness, and she would have to muster an army or employ strong magic to oppose the caliph's troops.

And while Baghdad was truly the city to find such things, she didn't have the dinars to pay for it, nor the freedom to search for allies and accomplices.

Crestfallen, she stroked the prayed rug that had been Ameen's gift. No one would help her. No one would stand by her side. She only had herself – her wits and her love to guide her.

Perhaps it wouldn't be enough. But that could not stop her from trying.

* * *

The sun already stood high on the tenth day when Haleema finally, reluctantly, let Nashita out of the room. It had taken the cat days to talk the camel into this, and only the promise of gold dinars finally bought her freedom. Nashita had hoped Haleema would be more loyal to her, having been a servant of the house for many years, but torn between Suhayb and Nashita herself, Haleema followed the sweet allure of money.

Nashita raided her father's coffers as fast as she could, taking only the gold and some fancy jewelry, which would go well with the rather revealing dress she had chosen for the occasion. She hooked the djinn's lamp to her belt as well, but knew better than to raise Misbah. And finally she took the prayer rug she'd been working on, tightly rolled up and tucked under her arm, and left Suhayb's house forever.

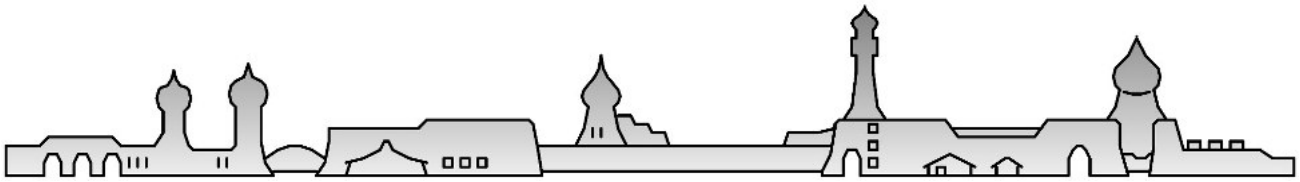
The market buzzed with people of all species, coming to see the traitorous assassin to be executed. Fresh fruit and lamb sausages were sold to the waiting crowd; water and wine and sour milk were drunk; beggars lined the street reminding passer-bys of charity.

In the center of the market a scaffolding had been erected, with a throne on one end and a rough block on the other. Stairs led up to the platform from all sides; two guards watching over each, and more guards lining the throne's silk-covered pedestal.

For a moment Nashita feared she came too late, but then the caliph entered the market, riding a four-legged horse of a rare desert breed. The crowd cheered, since Haruun al-Rashid was a beloved ruler, and even Nashita had claimed he was a just and wise lord, if not for the machinations of a djinn. A host of advisors and kadis and scribes accompanied him.

And behind him, in chains, Ameen was led to the scaffolding by a huge lion in a dark red robe. That must be the executioner, Nashita decided, and hurried to get to the nearest stairs, ruthlessly pushing through the mixed crowd.

"Wait!" she called out. The guards crossed their pikes in front of her, denying her access. She saw Ameen raising



his head, in his mien a mixture of embarrassment and bewilderment, and longing.

Although she was not allowed to approach the caliph, an advisor came to the edge of the scaffolding to ask for her desire. But at the same time, she saw Suhayb drawing nearer, who apparently had come to watch the execution, and hadn't failed to notice his daughter's appearance. Nashita hadn't seen her father in many days, and she was terrified by his looks. His fur was shabby and unkempt, his eyes were sunken, and his ears trembled from hidden fury. In fact, he resembled an assassin more than Ameen, who had only his worn clothes but stood next to the executioner with the calm of a fox who was at peace with Allah.

"This is my daughter," Suhayb told the advisor, who hadn't asked. "Nashita, you should go home. Perhaps Haleema didn't tell you, but this fox is a criminal of the worst kind, and will meet no more but his deserved end."

For a moment Nashita thought he actually believed in what he said, but then she looked into his eyes and saw an abyss of murderous envy and repugnance. This was not her father any more, the cat that had loved her and held her and told her stories at dusk. He had turned to the ifrits by his own volition, and while Nashita wondered about the whys and wherefores, she also realized that the answers were hidden deep within Suhayb's heart, and that she would never learn the truth. Her own heart broke, knowing, but she could only turn away from him.

Shuddering, she addressed the advisor. "Isn't the prisoner allowed a final prayer, so his soul might receive forgiveness before the gardens of paradise?"

The old wolf bowed down to her. "That he is, but he has forsaken that right. Surely he knows that there is no forgiveness for treason, and any prayer is futile."

"I beg you, ask him again. Give him this prayer rug to pray on, and perhaps he will not have to answer Shaitan for his misdeed." She tried to hand the wolf the rug she carried, but Suhayb took it from her hands first, glancing at it. However, it was the very same rug Ameen had given Nashita, just lovingly restored and repaired through many hours and days of painstaking labor, not a leftover carpet from Suhayb's own business. He passed the rug on, his tail twitching.

The advisor nodded and brought the rug to Ameen, who looked at Nashita, who tried to give him a reassuring glance. The young fox didn't know what she intended, but he had been caught in so many puzzles and riddles during this affair that he had no better idea to offer than to follow her lead. Perhaps Nashita (whom he knew as smart and resourceful) had a plan. Perhaps she hadn't, but he would be no worse off if he said his prayers.

He kneeled on the rug, which felt soft to the touch, and bowed down, noticing how perfectly the ancient patterns had been reworked, but he could expect no less from the daughter of a carpet weaver. And when his nose touched the fabric of the rug, he noticed something else, which was a smell of cat – Nashita's smell, and he realized that the knotwork contained an ingredient that was not supposed to be there: cat hair, silky tufts of fine fur interwoven with the thread in each of the thousands of knots that made up the pattern.

And Nashita called out the words she had heard and used so often, and the prayer rug bucked and trembled and jumped up into the air, as if released from a chain, carrying Ameen with it. Powered through Nashita's own fur, which had taken on the qualities of the magic potion she had drunk in folly, it sailed on the breeze, almost out of control, for Ameen did not know how to steer it. Which was, indeed, a good thing because the guards could not hit it with lances and swords, missing the rocking carpet again and again. They could just watch when the rug dashed off towards the far end of the market, panting and swearing (for no one likes making a fool of himself in the presence of the caliph) and finally hurrying after their prisoner.

The crowd called out and yelled in uproar, but mostly in confusion, and Nashita slinked off while no one yet remembered where the carpet had come from. Out of sight of the advisors – and out of reach of the guards – she recalled the carpet, which responded perfectly fine if with a bit too much zest, homing in at a breakneck speed with Ameen clinging to the edge of the fabric for dear life. Slowing down only long enough for Nashita to climb aboard and put her arms around Ameen, the carpet accelerated again towards the clear sky, and was gone for good before anybody in the caliph's following could suggest getting a carpet of their own for the chase.

And thus, Nashita and Ameen turned their backs on Baghdad, the city of wonders, and went to find wonders of their own in the world. It is not told where they journeyed and what happened to them, but perhaps they sailed with Sindbad the captain to the ends of the Earth, or they went to India and rode elephants loaded with treasure after all. Perhaps Misbah was forgiven his betrayal, which had been due to his djinn nature. Perhaps Haleema returned to her desert tribes with a few golden dinars and a story to tell. Perhaps, in the end, even Suhayb – who had lost all of his three precious treasures of his youth by stepping into darkness – found forgiveness. This tale doesn't reveal their fates, and the future is only Allah's to know.

END

EF PRIME

The Eurofurence TV station is back!

If you want to take a break without missing your furry fix, EF Prime is there to keep you entertained whenever you want. Broadcasting 24/7 during the convention, EF Prime brings live stage events and fun to your room.

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EF Prime also offers information about forthcoming EF events, as well as a look back onto the past of EF and other conventions. After the technical challenges from last year, we're back with a new and improved technical setup.

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WEDNESDAY

12:00	>	**Test Broadcast** Are we there yet?	
15:00	>	**EF Prime Clipshow** Fun and information about your convention	
16:00	>	**Fursuit TV** Strange things from the internet, compiled by Timduru	
17:00	>	**EF Prime Clipshow** Fun and information about your convention	
18:00	>	**Uncle Kage's Story Hour** Recorded live at Eurofurence 12	
19:00	>	**EF Prime Clipshow** Fun and information about your convention	
20:00	>	**Fursuit TV** Strange things from the internet, compiled by Timduru	
21:00	>	**Eurofurence 10 - The Highlights** The official highlights DVD	
23:30	>	**Furor Cursura Colonia** Fuzzy creatures invade Cologne	
0:00	>	**Confuzzled 2008** Let's see what our British friends have to offer!	
2:00	>	**Fursuit TV** Strange things from the internet, compiled by Timduru	
4:00	>	**The World Off Tracks** arte TV delves into the world of strange cubcultures	
5:00		**Suhlvester** The Ringberg Hotel invites Furries to join their New Year's Eve celebration.	

THURSDAY

6:00	>	**Fursuit TV** Strange things from the internet, compiled by Timduru	
7:00	>	**Uncle Kage's Story Hour** Recorded Live at EF 13	
8:30	>	**EF Prime Clipshow** Fun and information about your convention	
9:00	>	**Fursuit TV** Strange things from the internet, compiled by Timduru	
10:00	>	**EF Prime Clipshow** Fun and information about your convention	
19:00	>	**Stage Fever 2009** The Eurofurence fursuit skit show, live broadcasted from the stage	LIVE!
21:00	>	**Prime Cuts** Musicvideos	
21:30	>	**Fursuit Dance by DJ Croc and DJ Kenai** Live from the dancefloor	LIVE!
2:00	>	**Anthrocon 2009** The highlights from the world's largest furry convention	
4:30	>	**Prime Cuts** Musicvideos	

FRIDAY

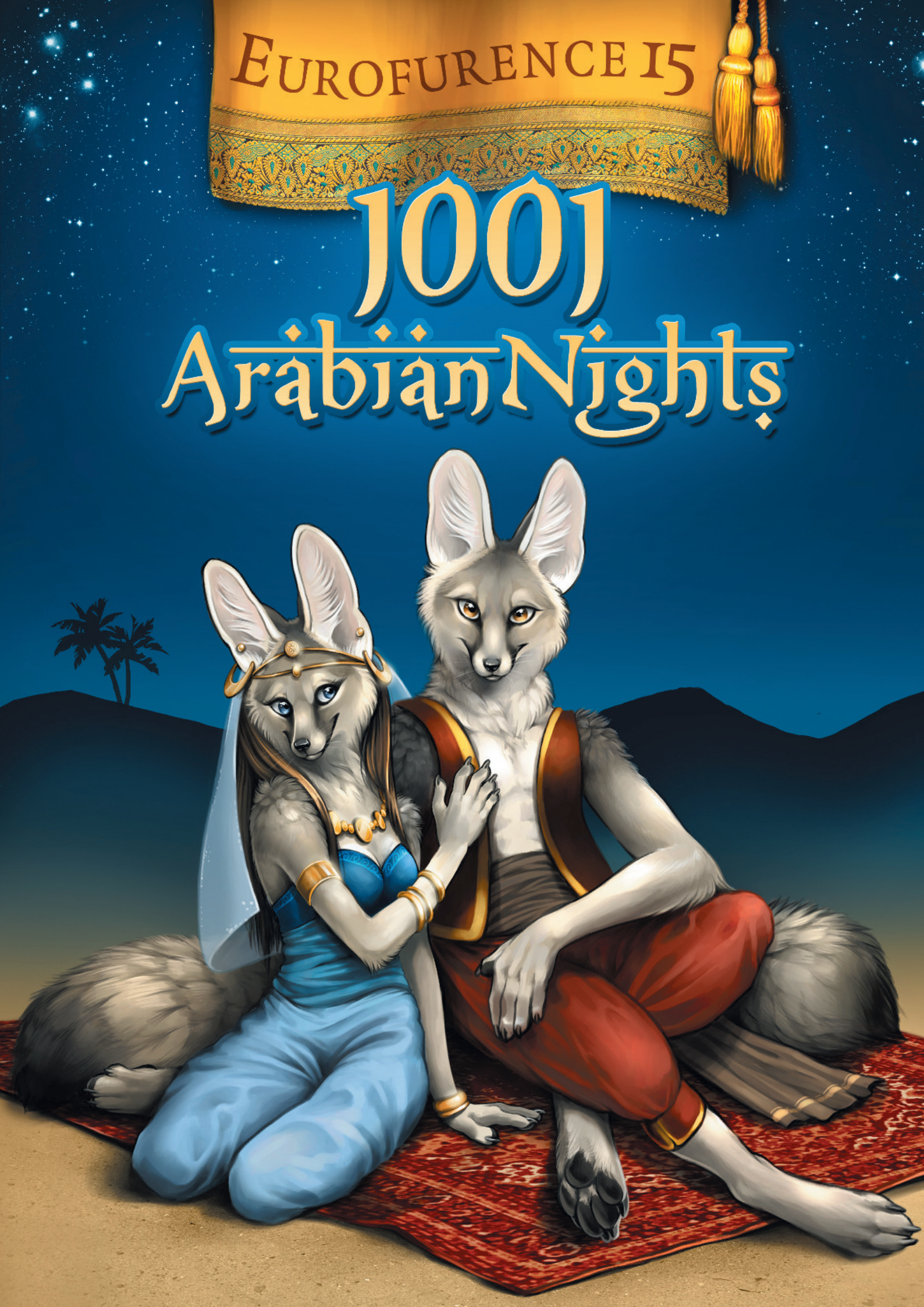
6:00	>	**Further Confusion 2009** Highlights from FC, Part 1	
7:30	>	**EF Prime Clipshow** Fun and information about your convention	
8:00	>	**Further Confusion 2009** Highlights from FC, Part 2	
9:30	>	**EF Prime Clipshow** Fun and information about your convention	
12:00	>	**Uncle Kage's Story Hour** Recorded live at Eurofurence 14	
13:00	>	**2, The Ranting Gryphon** Recorded live at Eurofurence 14	
14:00	>	**EF Prime Clipshow** Fun and information about your convention	
16:30	>	**Furry Music Café** Live broadcast of the furry music jam	LIVE!
18:30	>	**EF Prime Clipshow** Fun and information about your convention	
21:30	>	**Uncle Kage's Story Hour** Watch Kage as he tells stories of his life.	LIVE!
22:30	>	**2, The Ranting Gryphon** He's back, he's cynical, he's 2 and he's live on stage!	LIVE!
23:30	>	**Kage vs. 2** The legendary impromptu comedy battle between the two comedians	LIVE!
1:00		**EF Prime Clipshow** Fun and information about your convention	
2:00		**Fursuit TV** Strange things from the internet, compiled by Timduru	
3:00		**Eurofurence 13 - The Highlights** The official EF 13 DVD.	
5:30		**Return To Delft** Furmeet in Delft, 2008.	

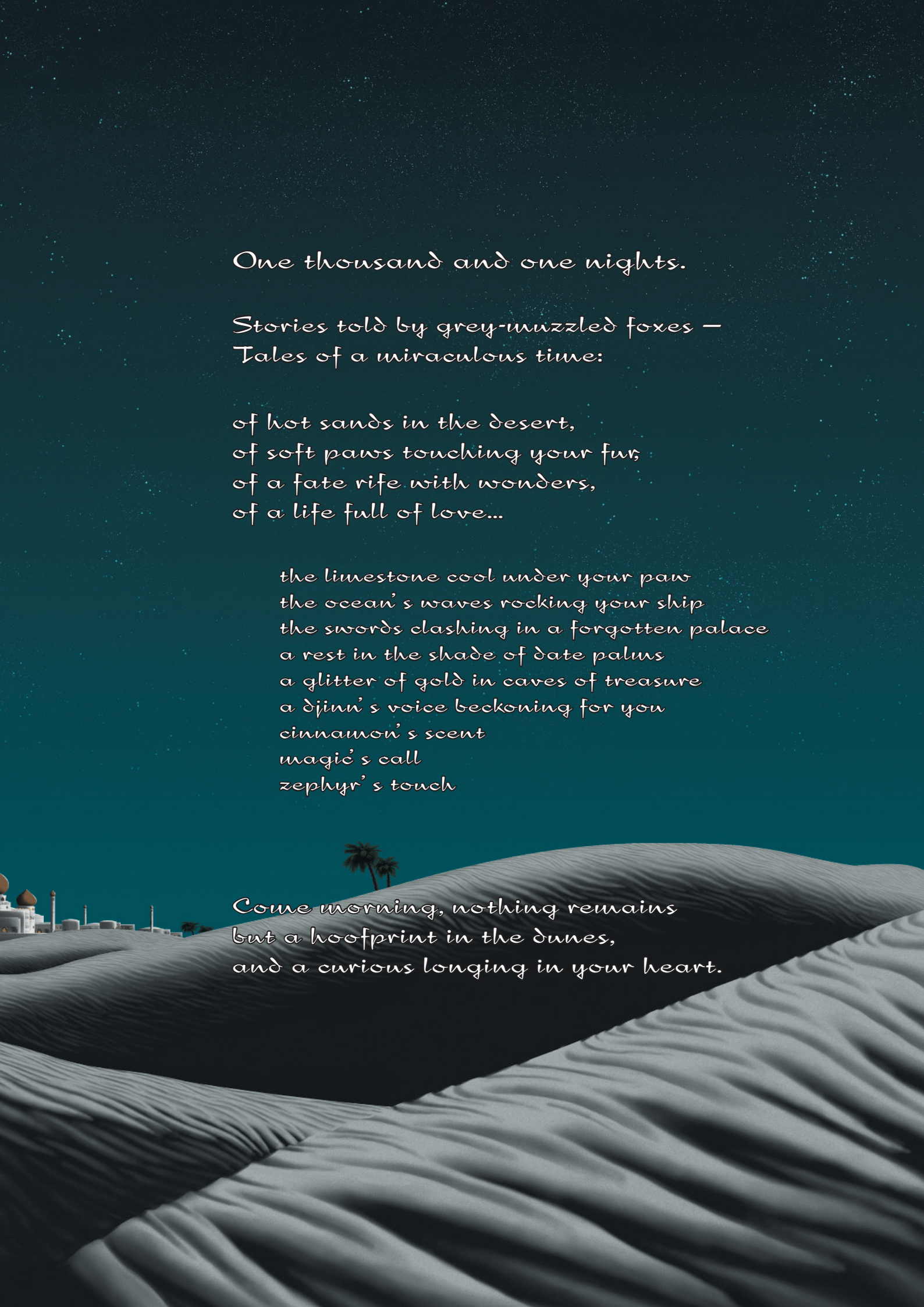
SATURDAY

6:00	>	**Stage Fever 2008** Rerun of last year's fursuit show	
7:30	>	**EF Prime Clipshow** Fun and information about your convention	
8:00	>	**Confuzzled 2009** The British convention in its second year	
10:00	>	**EF Prime Clipshow** Fun and information about your convention	
12:00	>	**Alexander James Adams in concert** Live broadcast of his concert.	LIVE!
13:30	>	**EF Prime Clipshow** Fun and information about your convention	
15:00	>	**Who wants to be a pawpeteer** Are you a pawpet fan? Then don't miss this game show!	LIVE!
16:30	>	**EF Prime Clipshow** Fun and information about your convention	
19:00	>	**Operation Desert Snow** Live broadcast of the Eurofurence Pawpet Show	LIVE!
22:00	>	**EF Prime Clipshow** Music to chill before the dance	
22:30	>	**The Big Blue Dance** The Big Blue Dance, broadcast live from the dancefloor. Open End.	LIVE!

SUNDAY

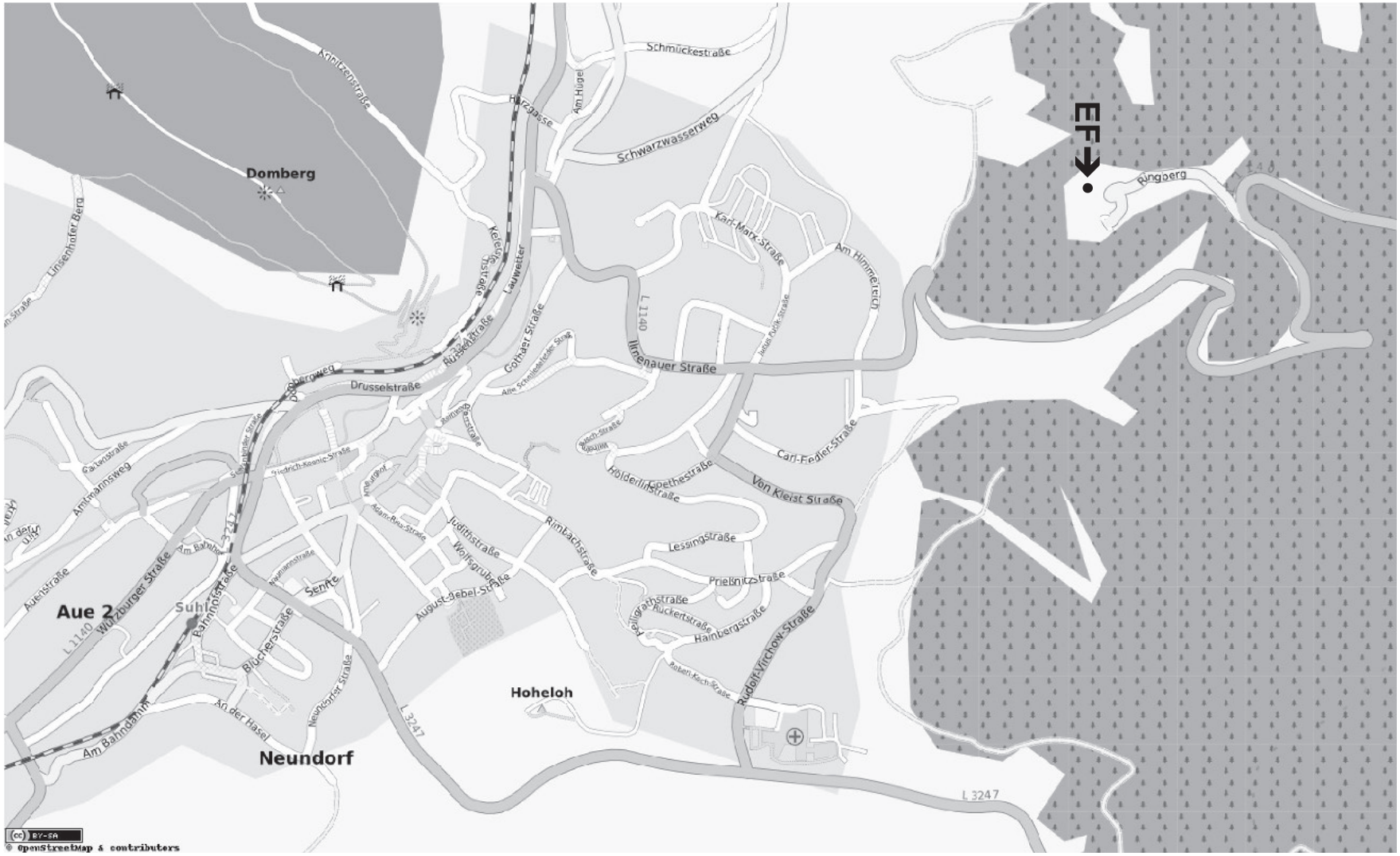
6:00	**Fursuit TV** Strange things from the internet, compiled by Timduru	
7:00	**Eurofurence 13 Highlights** The official EF 13 highlights DVD, rerun!	
9:30	**Fursuit TV** Strange things from the internet, compiled by Timduru	
11:30	**Prime Cuts** Musicvideos	
12:00	**END OF BROADCAST**	


EUROFURENCE 15
1001
Arabian Nights

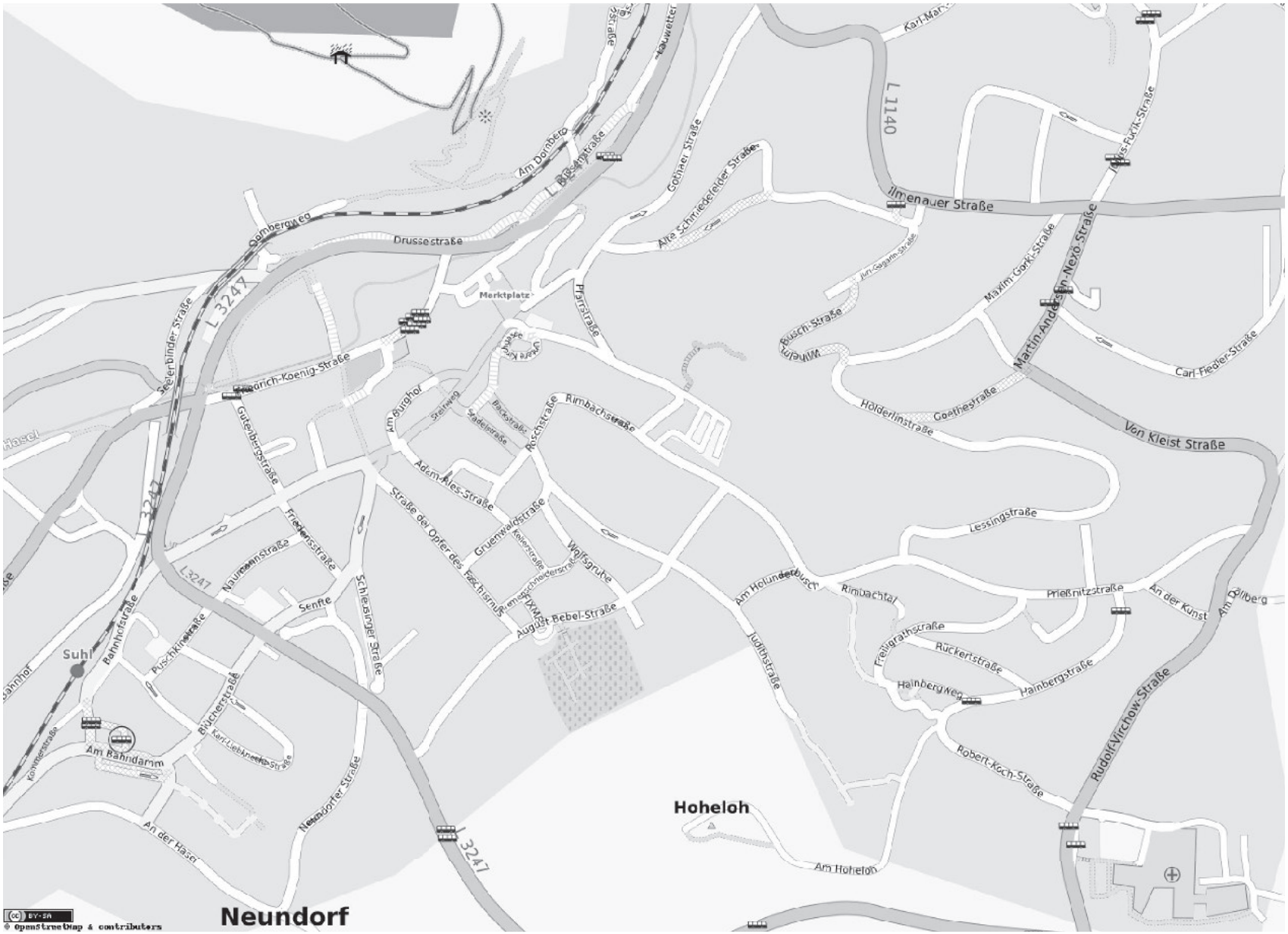

One thousand and one nights.
Stories told by grey-muzzled foxes —
Tales of a miraculous time:
of hot sands in the desert,
of soft paws touching your fur;
of a fate rife with wonders,
of a life full of love...
the limestone cool under your paw
the ocean's waves rocking your ship
the swords clashing in a forgotten palace
a rest in the shade of date palms
a glitter of gold in caves of treasure
a djinn's voice beckoning for you
cinnamon's scent
magic's call
zephyr's touch
Come morning, nothing remains
but a hoofprint in the dunes,
and a curious longing in your heart.

2009.06.08.

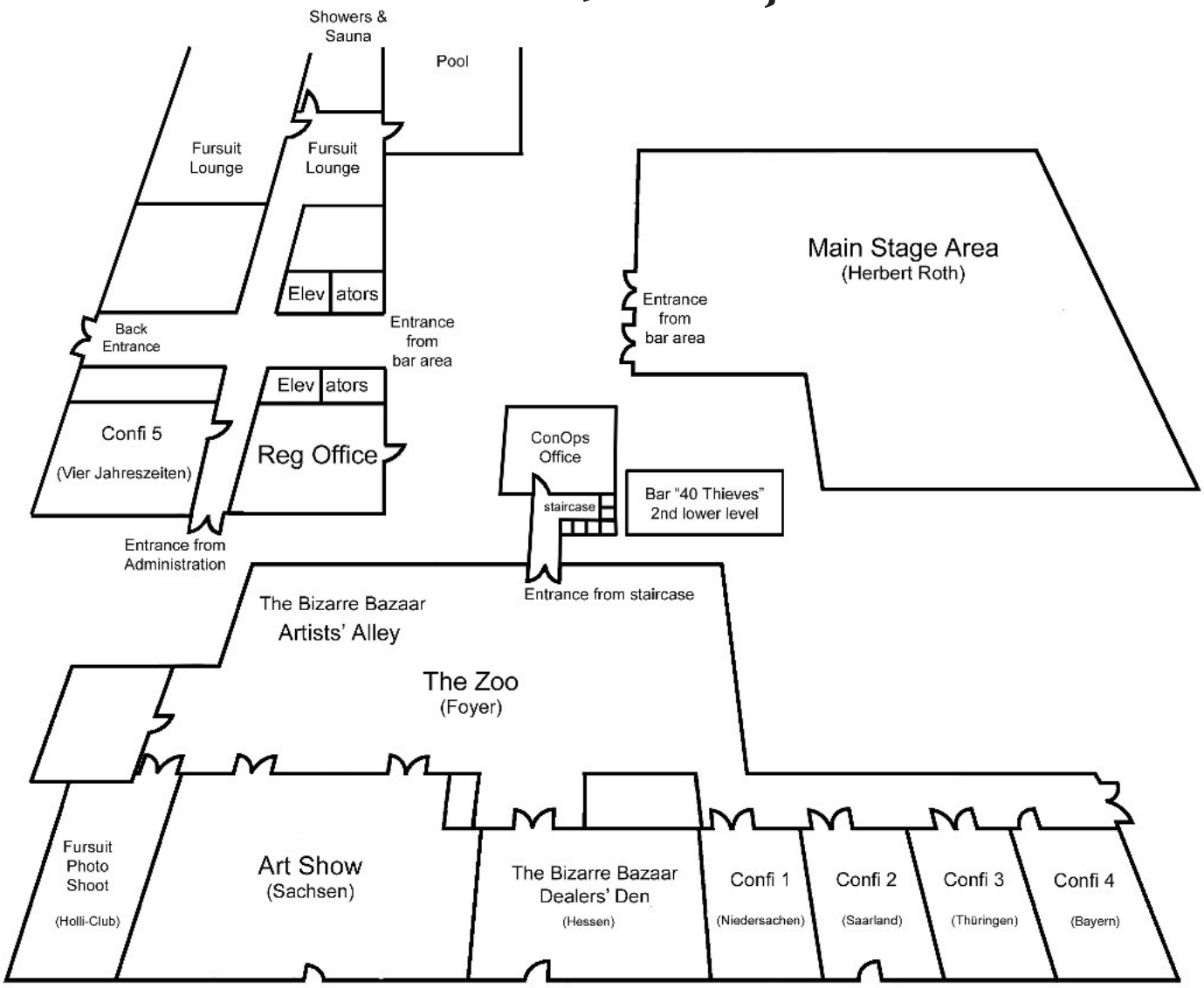
Map of Suhl – Ringberg Access

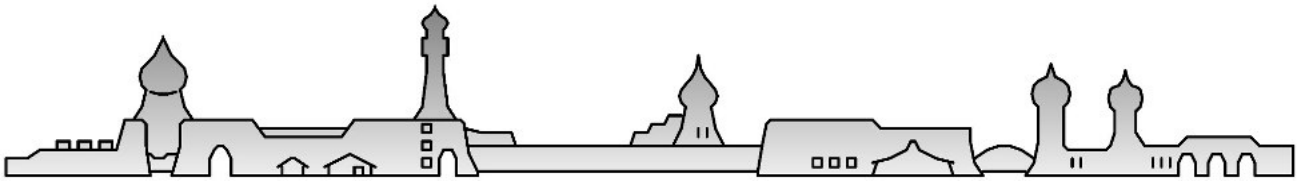


Map of Suhl – Downtown Area



Event Area Map

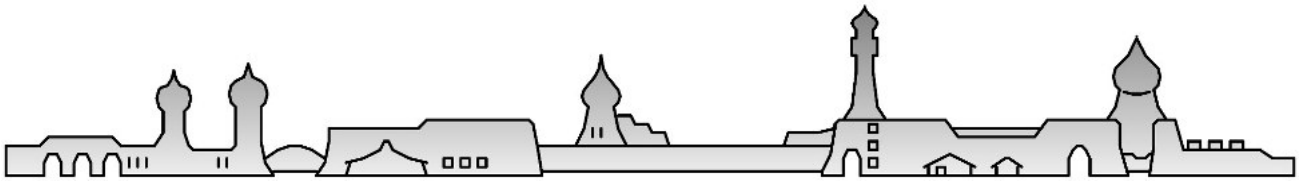




Timetable – Wednesday

	Day Events		Main Stage (Herbert Roth)	Confi 1 (Niedersachsen)	Confi 2 (Saarland)	Confi 3 (Thüringen)	Confi 4 (Bayern)	Confi 5 (Vier Jahresz.)	Other Locations
10:00-10:30	Art Show Setup	Dealers Den Setup							
10:30-11:00									
11:00-11:30									
11:30-12:00									
12:00-12:30									
12:30-13:00									
13:00-13:30									
13:30-14:00									
14:00-14:30									
14:30-15:00									
15:00-15:30									
15:30-16:00									
16:00-16:30									*Outside Terrace* BBQ (until 20:00)
16:30-17:00									
17:00-17:30									
17:30-18:00									
18:00-18:30	Art Show Setup	Dealers Den Setup							
18:30-19:00									
19:00-19:30									Opening Ceremony
19:30-20:00									
20:00-20:30				Dance Dance Revolution Free Play	Xany's Game Corner	Artists' Lounge	Stage Fever Rehearsal		
20:30-21:00									
21:00-21:30									
21:30-22:00									
22:00-22:30									
22:30-23:00									
23:00-23:30									
23:30-00:00									
00:00-00:30									
00:30-01:00									
01:00-01:30									
01:30-02:00									

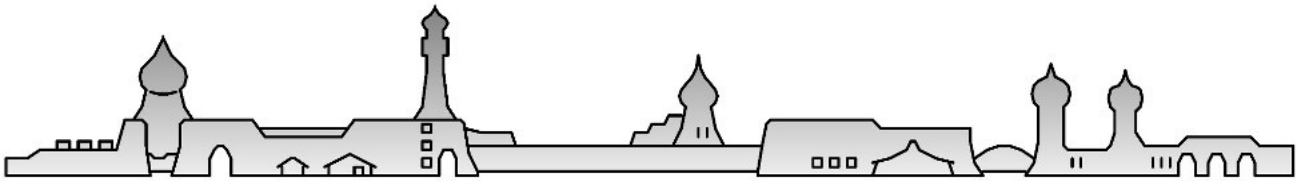
Meal Times: 16:00-20:00 BBQ (Outside if the weather is appropriate; otherwise, buffet in the Hotel Lobby)



Timetable – Thursday

Day Events			Main Stage (Herbert Roth)	Confi 1 (Niedersachsen)	Confi 2 (Saarland)	Confi 3 (Thüringen)	Confi 4 (Bayern)	Confi 5 (Vier Jahresz.)	Other Locations	
Setup	Setup									10:00-10:30
										10:30-11:00
										11:00-11:30
										11:30-12:00
Art Show	Dealers Den		Dead Furs Tell No Tales	How to Improve Your Art	Jumpstyle	Fursuit Gameshow Preliminaries *(Bad Weather)*	Video Editing	Fursuit Builder Round Table	*Outdoors* Fursuit Gameshow Preliminaries *(Good Weather)*	12:00-12:30
		Photo Shoot								12:30-13:00
										13:00-13:30
				Subtitle Workshop	The Pawpet Show: Behind the Scenes		Meet the Guests	Cartoon Drawing		13:30-14:00
										14:00-14:30
										14:30-15:00
			The Magic Carpet Ride	Behind the Mascots			On the Road to your Dreams	Author Reading Round Table		15:00-15:30
										15:30-16:00
									Lobby Fortune Telling *(Charity Event)*	16:00-16:30
			Stage Fever Setup & Rehearsal		Fursuit Construction 101	Welcome to Eurofurence	Guided Meditation 1			16:30-17:00
										17:00-17:30
										17:30-18:00
										18:00-18:30
										18:30-19:00
			Stage Fever		Xany's Game Corner	Artists' Lounge				19:00-19:30
										19:30-20:00
							Baron Münch-hausen's Arabian Adventure		*40 Thieves Bar* DDR Tournament	20:00-20:30
										20:30-21:00
										21:00-21:30
			Fursuit Dance 21:30-23:30: DJ Croc 23:30-02:00: DJ Kenai							21:30-22:00
										22:00-22:30
										22:30-23:00
										23:00-23:30
										23:30-00:00
										00:00-00:30
										00:30-01:00
										01:00-01:30
										01:30-02:00

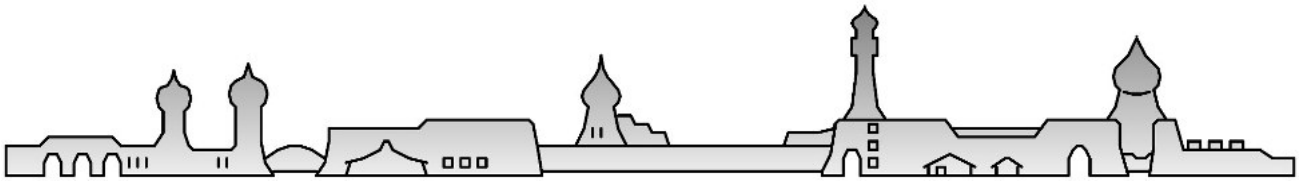
Meal Times: 07:00-10:00 Breakfast (Bar) 10:30-13:30 Brunch Buffet (Philharmonie)
14:00-21:00 Food Counter (Lobby) 17:00-20:00 Dinner a la carte (Philharmonie)



Timetable – Friday

	Day Events			Main Stage (Herbert Roth)	Confi 1 (Niedersachsen)	Confi 2 (Saarland)	Confi 3 (Thüringen)	Confi 4 (Bayern)	Confi 5 (Vier Jahresz.)	Other Locations	
10:00-10:30											
10:30-11:00											
11:00-11:30											
11:30-12:00										Group Photo	
12:00-12:30	Art Show	Dealers Den			Action, not Words	Drawing Vector Style	First Time Fursuiting	Constructing Dinosaurs	Furry History Roundtable		
12:30-13:00											
13:00-13:30											
13:30-14:00			Photo	The Fursuit Gameshow	Second Life for Dummies	Show Laser Systems	1001 Dreams	Furry Shuffle	Furries in the Press		
14:00-14:30											
14:30-15:00											
15:00-15:30				Furry Music Café Setup	Creating Plotlines for Comics	Furry Parents Roundtable	Music Instruments Basics	Concept to Costume to Character		*Artists' Alley* Body Painting *(Charity Event)*	
15:30-16:00											
16:00-16:30											
16:30-17:00				Furry Music Café		The Fox Panel	Non-Material Entities	Guided Meditation 2	Fur'n'Tech		
17:00-17:30											
17:30-18:00											
18:00-18:30	Art Show Close										
18:30-19:00											
19:00-19:30				Art Auction	Dance Dance Revolution Free Play	Xany's Game Corner	Artists' Lounge			*Hotel Pool* Pool Party *(Charity Event)*	*40 Thieves Bar* Skittle
19:30-20:00											
20:00-20:30								The City of Brass			
20:30-21:00											
21:00-21:30											
21:30-22:00				Uncle Kage vs. "2"							
22:00-22:30											
22:30-23:00											
23:00-23:30											
23:30-00:00											
00:00-00:30											
00:30-01:00											
01:00-01:30											
01:30-02:00											

Meal Times: 07:00-10:00 Breakfast (Bar) 10:30-13:30 Brunch Buffet (Philharmonie)
14:00-21:00 Food Counter (Lobby) 17:00-20:00 Dinner a la carte (Philharmonie)



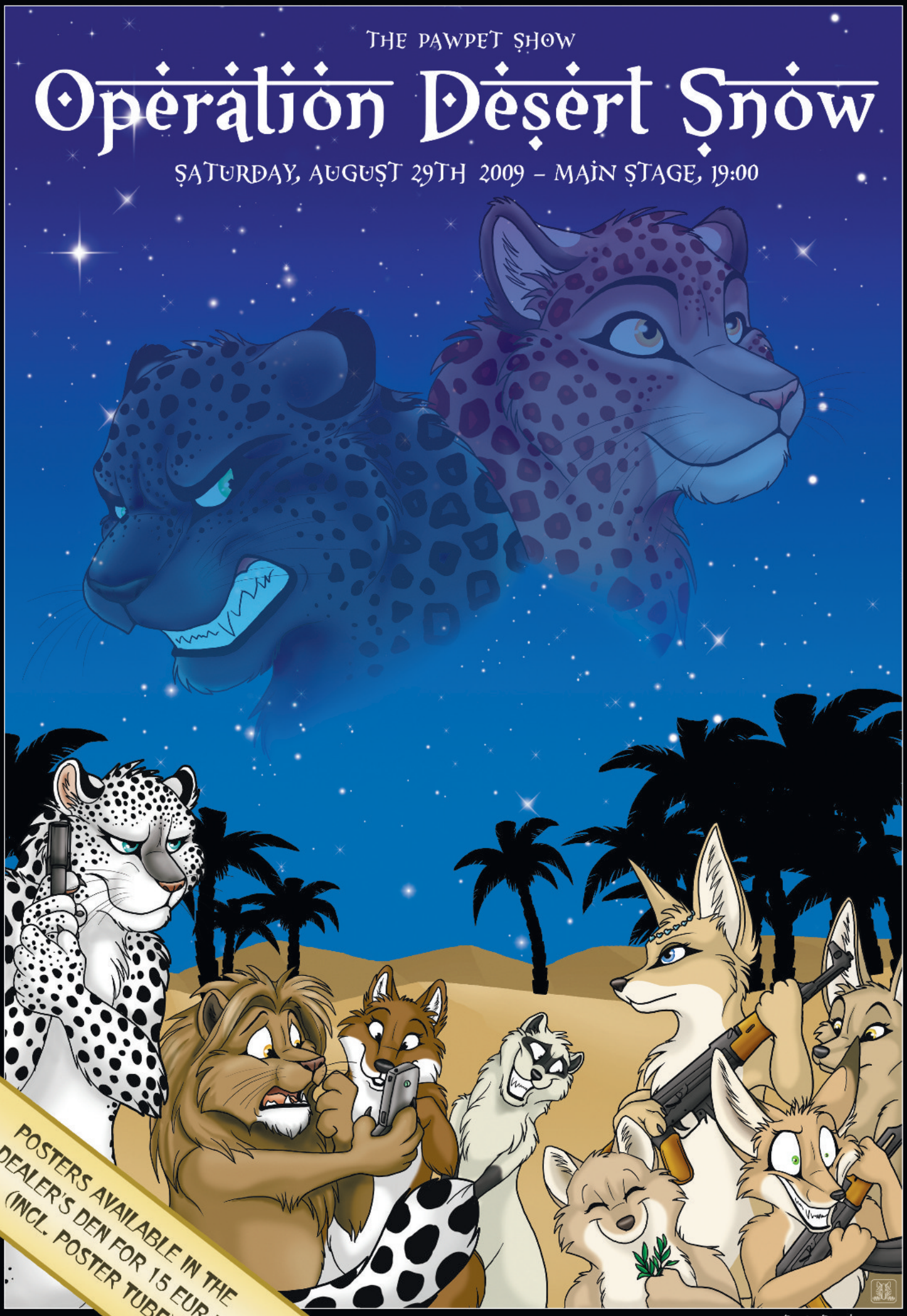
Timetable – Saturday

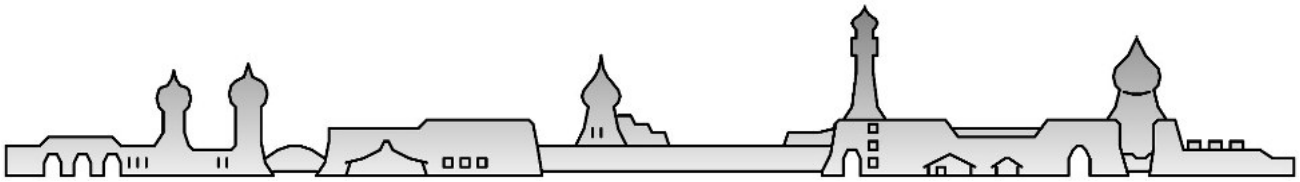
Day Events			Main Stage (Herbert Roth)	Confi 1 (Niedersachsen)	Confi 2 (Saarland)	Confi 3 (Thüringen)	Confi 4 (Bayern)	Confi 5 (Vier Jahresz.)	Other Locations	
										10:00-10:30
										10:30-11:00
									Lobby Parade Start	11:00-11:30
										11:30-12:00
	Dealers Den		Concert Alexander James Adams	The Pawpet Show Special Effects	3D Animation Stages of Creation	The Plushie Panel	Lions, Tigers and Bears (Oh My...)	Improve Your Acting Skills		12:00-12:30
										12:30-13:00
										13:00-13:30
					Why Mascots Matter	About Dungeons and Bunnies	How to run a Con	The Origins of Magic	*Lower Lot* MotoFurs Meeting	13:30-14:00
Art Sales										14:00-14:30
										14:30-15:00
		Photo	Who wants to be a Pawpeteer?	DJing Techniques	Composing Music	1001 Nights Stories & Tea	Video Game Developers Round Table	Faux Real Tail Construction	*Zoo Suhl* Photoshooting & Fursuitwalk *(Charity Event)*	15:00-15:30
										15:30-16:00
				I Suit, Therefore I Am	Rock Guitar Basics for Beginners			Skunki's Diver Meeting		16:00-16:30
										16:30-17:00
										17:00-17:30
										17:30-18:00
										18:00-18:30
										18:30-19:00
			Pawpet Show Operation Desert Snow			Artists' Lounge				19:00-19:30
										19:30-20:00
										20:00-20:30
										20:30-21:00
										21:00-21:30
										21:30-22:00
										22:00-22:30
			Big Blue Dance (Open End)	Dance Dance Revolution Free Play	Xany's Game Corner		Werewolves of Thahun Ajwaf		*40 Thieves Bar* Akeela's Alternative Party	22:30-23:00
										23:00-23:30
										23:30-00:00
										00:00-00:30
										00:30-01:00
										01:00-01:30
										01:30-02:00

Meal Times: 07:00-10:00 Breakfast (Bar) 10:30-13:30 Brunch Buffet (Philharmonie)
14:00-21:00 Food Counter (Lobby) 17:00-20:00 Dinner a la carte (Philharmonie)

Timetable – Sunday

	Confi 1 (Niedersachsen)	Other Locations
10:00-10:30		
10:30-11:00		
11:00-11:30		
11:30-12:00		
12:00-12:30		
12:30-13:00		
13:00-13:30		
13:30-14:00		
14:00-14:30	Feedback Session	
14:30-15:00		
15:00-15:30		
15:30-16:00	Eurofurence e.V. General Meeting	
16:00-16:30		
16:30-17:00		
17:00-17:30		
17:30-18:00		
18:00-18:30		
18:30-19:00		
19:00-19:30		
19:30-20:00		
20:00-20:30		*40 Thieves Bar* Dead Dog Party
20:30-21:00		
21:00-21:30		
21:30-22:00		
22:00-22:30		
22:30-23:00		
23:00-23:30		
23:30-00:00		
00:00-00:30		
00:30-01:00		
01:00-01:30		
01:30-02:00		


THE PAWPET SHOW
Operation Desert Snow
SATURDAY, AUGUST 29TH 2009 – MAIN STAGE, 19:00
POSTERS AVAILABLE IN THE DEALER'S DEN FOR 15 EUR! (INCL. POSTER TUBE)
ART BY TANIDAREAL



Events

Wednesday

(Setup)
Art Show Setup
Wed, 10:00 - 17:00, 18:00 - 02:00
Artists only! No public allowed.
Artists or agents can put up their artwork in the Show room. Setup times may change as necessary, please enquire with the on site management.

(Setup)
Dealers' Den Setup
Wed, 10:00 - 17:00, 18:00 - 02:00
Dealers only! No public allowed.
Dealers can bring their merchandise to the Dealers' Den. Setup times may change as necessary, please enquire with the on site management.

(Event)
Opening Ceremony
Wed, 19:00 - 20:00 · Outside Terrace
Join us for the official opening of the convention!

(Recurring event)
Dance Dance Revolution – Free Play
Wed, 20:00 - 02:00 · Niedersachsen
See page 60!

(Recurring gaming event)
Xany's Game Corner
Wed, 20:00 - 02:00 · Saarland
See page 60!

(Recurring meeting event)
Artists' Lounge
Wed, 20:00 - 02:00 · Thüringen
See page 60!

(Rehearsal)
Stage Fever Rehearsal
Wed, 20:00 - 02:00 · Bayern
Not a public event – participants only!

Thursday

(Setup)
Art Show Setup
Thu, 10:00 - 12:00
Artists only! No public allowed before 12:00.
Artists or agents can put up their artwork in the Show room. Unclaimed panels will be redistributed.

(Setup)
Dealers' Den Setup
Thu, 10:00 - 12:00
Dealers only! No public allowed before 12:00.
Dealers can bring their merchandise to the Dealers' Den.

(Recurring event)
Art Show
Thu, 12:00 - 18:00
See page 62!

(Recurring event)
Dealers' Den
Thu, 12:00 - 18:00
See page 63!

(Gameshow)
"Dead Furs Tell No Tales"
Thu, 12:00 - 13:30 · Main Stage
Akeela
Join Al-Keela, khalif of the oasis city Al-Kali, and his Grand Vizier Al-Gebra in their search to find a new master storyteller after the last one got boring – and fell to a rather deadly silence.
Listen to the absurd tales our candidates have to come up with to avoid sharing the fate of the last master storyteller and decide for yourself who is most suitable to amuse the khalif from now on.
Who is going to be the next Scheherazade?
You decide. You find out.

(Panel – Art)
How to Improve your Art
Thu, 12:00 - 13:30 · Niedersachsen
EosFoxx
This panel is for people who have already started to draw and noticed how hard it can be to improve their works. It will not teach you how to hold a pencil but it will show and introduce you to new techniques and ways to get on your personal next level of art.

We will look at other artists' works and how to use them for learning. I will introduce you to basics of composing a picture, how the perspective of your piece can influence the message of it, and how to get inspiration if you feel blocked.
Please bring along some good mood and a love for art.

(Workshop – Dance)
Jumpstyle
Thu, 12:00 - 13:30 · Saarland
Skiewuff & Sheppy
Ever been to a party, looking at other people on the dancefloor jumping in sync to the beats of the music? It looks fabulous, and it's a lot of fun, too! And here's a secret: It's not even hard to learn! Just give it a try.
Join our workshop and learn the basics of Jumpstyle before you party on!

(Gameshow)
Fursuit Gameshow Preliminaries
(Qualification Round)
Thu, 12:00 - 15:00 · Outdoors or Thüringen & 40 Thieves
};{
All suiters will get an equal chance to participate in the fursuit gameshow, thanks to our qualification event the day before the show. Stop by and watch the competitors trying their paws on fursuit bowling or a selection of outdoor games (if weather permits) including some of the most successful games from previous shows. Only the 8 best teams will qualify for the stage event.

(Panel – Video)
Video Editing
Thu, 12:00 - 13:30 · Bayern
Atkelar
Do you own a digital camcorder? Do you like to use it on every occasion, even to the point of annoying friends or family? Or do you even have plans to create your own series of videos? Then join this panel. We will discuss the process of creating videos from the ground up: technical must-knows as well as some do and do nots of the film and video field. The panel covers pre-production, production and post-production. The panel will be held using the tools of Adobe (primarily Premiere and AfterEffects) but you should be able to apply any gained knowledge to any video editing suite of your choice. No equipment required for the panel, all you need to get going is your camcorder, an idea, some software and lots of free time...

(Roundtable – Fursuit)
Fursuit Builders Roundtable
Thu, 12:00 - 13:30 · Vier Jahreszeiten
Tioh
An open discussion for fursuit-builders and those who want to start making fursuits. If you need informations, help, or would like to show your way of constructing, this is your place. Bring examples of your work (fursuit-parts, digital pictures, etc.).
A laptop will be provided for those who would like to show images of their work.

(Recurring event)
Photoshoot
Thu, 12:30 - 16:00 · Holli Club
See page 61!

(Workshop – Video)
Subtitle Workshop
Thu, 13:30 - 15:00 · Niedersachsen
Dinoex
How to make subtitles for your digital movies or animations. Learn how easy it is to create and modify subtitles. Create your own styles and timings and experiment with some modern features in subtitling. Open Source tools will help you in many ways to create your final video.

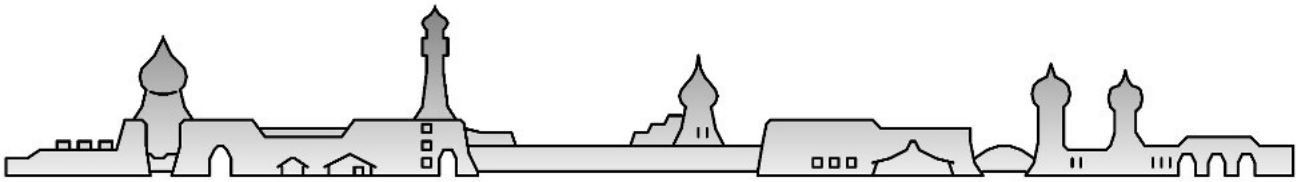
(Panel – Puppetry)
Pawpet Show – Behind the Scenes
Thu, 13:30 - 15:00 · Saarland
Lynard
It's the 10th anniversary of the well known Eurofurence Pawpet Show. Have a look behind the curtain: How did it all start? What's happening behind the stage before and during a show? You will find out in this panel!

(Event)
Meet the Guests
Thu, 13:30 - 15:00 · Bayern
Jimmy Chin, Tony DeMatio, Uncle Kage & "2"
At this panel we would like to introduce the Guest of Honor to you. He will tell you a bit about what he's doing and what kind of panels he will run at this years Eurofurence. It's an interactive panel, and if you have some question you can of course can ask them.

(Workshop – Art)
Cartoon Drawing
Thu, 13:30 - 15:00 · Vier Jahreszeiten
Yamavu, Karpour, Henrieke & Tabbiefox
Have you ever wanted to draw funny animals but didn't know where to start? Beginners and intermediates are welcome to join as experienced cartoonists will give an introduction to drawing furry critters. Learn or repeat the basics of character creation and get dynamic with lines of action, funny expressions and appealing silhouettes!

(Event – Game)
The Magic Carpet Ride
Thu, 15:00 - 16:30 · Main Stage
Once upon a time there was a sultan who had three sons. To decide which should marry the princess he bade them go forth, each a separate way, and, said "He of you who brings back from his travels the greatest of rarities shall marry the princess". The eldest of the princes, Houssain by name, consorted with merchants in his travels till he encountered a man crying a piece of carpet for forty pieces of gold, who claimed that he who sits himself upon it is instantly transported to whatsoever place he desires to visit. The prince knew that he who has the snazziest ride will get the girl, and so he bought the rug ... and the rest is history.
2000 years later, the FIFAS (Furry Institute for Applied Surrealism) claims to have found a piece of this very carpet during excavations in northern lebanon. In a historic effort, which (among other things) involved the usage of 100 hectoliters of fabric freshener, they even managed to get it flying again. Well, at least once. Now FIFA wants YOU as a test pilot ... to prove that it IS possible to get this thing off the ground again, and to save themselves the embarrassment of admitting that their first flight had just been a hallucination caused by the vapours of too much Febreeze.
The Magic Carpet Ride is a classic competition of balance, similar to a bullriding simulator. He who can stay on the swaying magic carpet for the longest time, wins. The ride is suitable for all healthy adults, and fursuiters whose costumes can stand a fall from about 1 meter height onto a padded surface without breaking off expensive parts or injuring the wearer.

(Panel – Fursuit)
Behind the Mascots
Thu, 15:00 - 16:30 · Niedersachsen
Jimmy Chin
We've all got fursuit horror stories. Jimmy leads a round table discussion of fun and embarassing fursuit moments



from conventions, pro sports mascots, theme parks and community events. Attendees are encouraged to share their own fursuit experiences.

(Panel – Music)
On the Road to Your Dreams
Thu, 15:00 - 16:30 · Bayern
Alexander James Adams
Alexander James Adams is, as you may know, a well known guest at Eurofurence for several years by now. Most of us enjoyed his musik and also saw him fighting his way through really difficulty times. Maybe you wonder yourself what it takes to seek your goals and let dreams come true? If so, we'd like to invite you to join this panel and to have a discussion with Alexander James Adams and to learn about his way to his dreams.

(Roundtable – Story)
Author Reading Round Table
Thu, 15:00 - 16:30 · Vier Jahreszeiten
Lupestripe
Are you a writer who struggles to find an audience? Are you desperate for feedback or constructive criticism for your written work? Join our storytelling round table where you will be able to read your stories to your peers and perhaps gain some valuable tips and advice. Stories should take no longer than ten minutes to read aloud.

(Charity event)
Fortune Telling
Thu, 16:00 - 18:00 · Lobby
See page 14/15!

(Rehearsal)
Stage Fever Setup and Rehearsal
Thu, 16:30 - 19:00 · Main Stage
Not a public event – participants only!

(Panel – Fursuit)
Fursuit Construction 101
A Crash Course in Costume Building
Thu, 16:30 - 18:00 · Saarland
WhiteyFawks
I hope to cover all the basics of costume design, starting with character development, material selection, and on to some building tips and techniques. While I work with a fairly set methodology myself, I will touch on various methods, with the goal focused on getting people started and not simply on what process they should be focused on. I hope to leave people with some new ideas on getting their own projects started, or perhaps a new way of tackling any existing costume ideas they have.

(Panel – Fandom)
Welcome to Eurofurence
Thu, 16:30 - 18:00 · Thüringen
Uncle Kage
This is your first Eurofurence? If you have some question or if you're not quite sure how to respond and behave in some situations, then this panel will make you relax. It will give you a brief look at what you can expect from Eurofurence and will, if you ask, answer your questions. You also will meet other first time guest and maybe find someone to talk to and explore Eurofurence together.

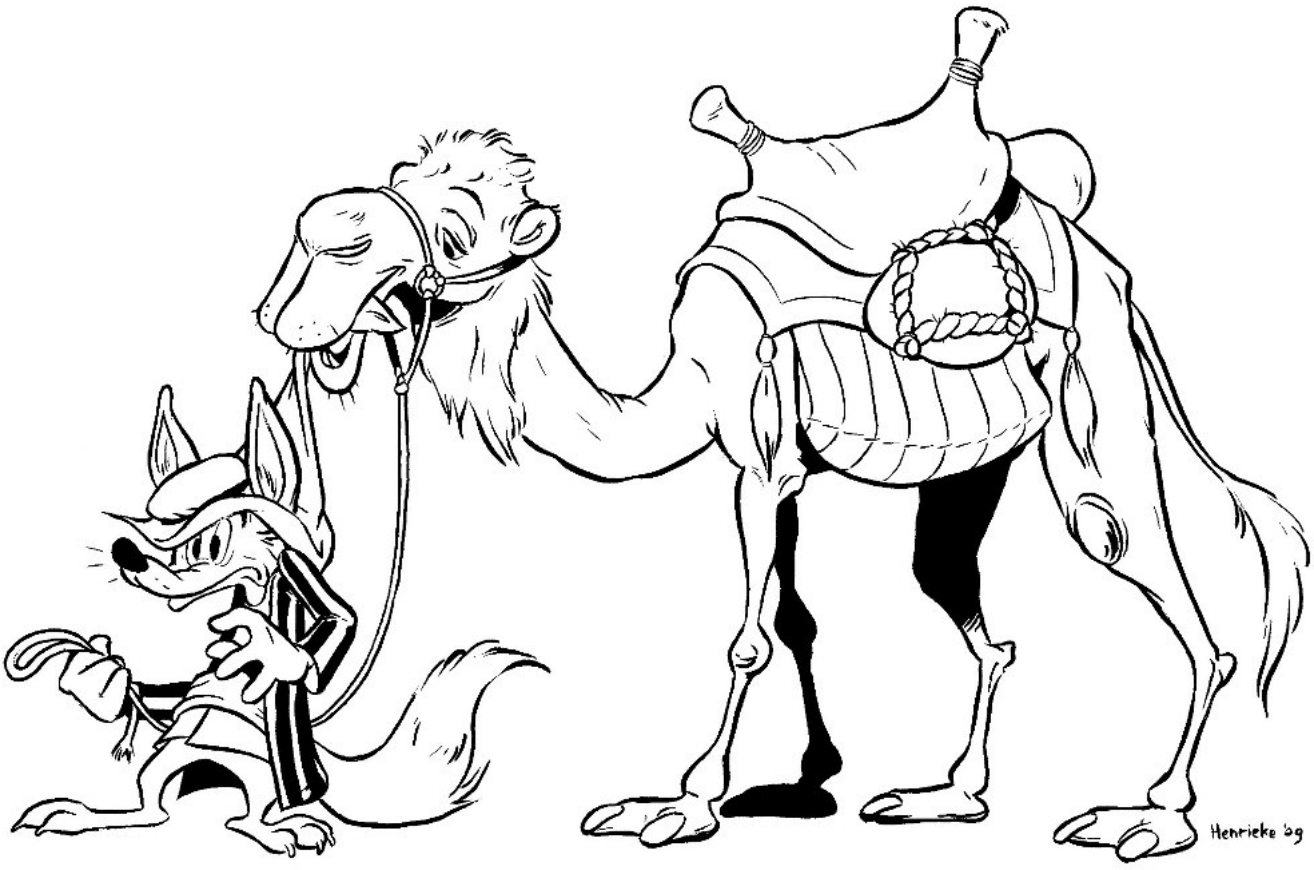
(Recurring Workshop)
Guided Meditation 1: The Path To Your Spirit
Thu, 16:30 - 18:00 · Bayern
Amadhi
See page 60!

(Event)
Stage Fever 3: Furs of Persia – Thespian Within
The Eurofurence Fursuit Show
Thu, 19:00 - 21:00 · Main Stage
Mystifur
Kalif Al-Jukaneet invites you to his ornate palace El-Oasis-Suul-fah-ra-waii to attend the festivity and ceremonies for his marriage. The furs of persia have again gathered to tell you the tales of arabian nights. Stories of love and passion, of djinns and magic and all the wonders of the orient. Will it take 1001 stories before they can live happily ever after, or will our poor princess vanish, like so many before her? Join us and find out.

(Recurring gaming event)
Xany's Game Corner
Thu, 19:00 - 02:00 · Saarland
See page 60!

(Recurring meeting event)
Artists' Lounge
Thu, 19:00 - 02:00 · Thüringen
See page 60!

(Game)
Baron Münchhausen's Arabian Adventures
Thu, 20:00 - 23:00 · Bayern
Zuki Akula
In the grand tradition of storytelling from the lands of araby, come join in telling some of your own tall tales about your exploits and daring adventures. A cooperative storytelling circle where the idea is to challenge each others claims of daring while telling of your own exploits. Alcoholic lubrication of the creative abilities is encouraged and an optional part of the game. Free form storytelling and



outlandish stories abound! Audience members welcome too, but joining in is much more fun!

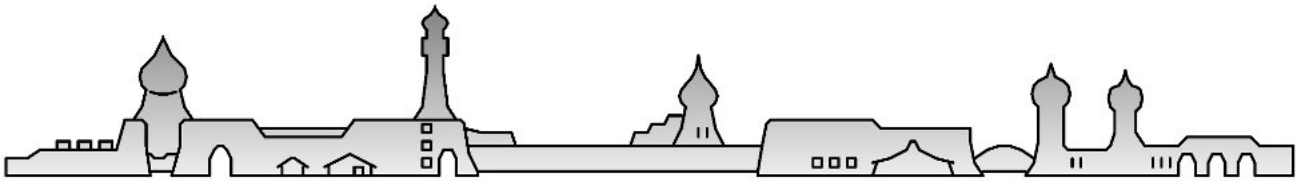
(Event – Game)
DDR Tournament Battle
Thu, 20:00 - 01:00 · 40 Thieves Bar
Vobe, Snarl
This tournament will decide who is the best arrow-stomper on the convention! Sign up and challenge your fellow furs, or just come and watch some of the best players around.

(Dance)
Fursuit Dance
Thu, 21:30 - 02:00 · Main Stage
DJ Croc, DJ Kenai
If you like to take your costume to the dance, this is the event for you. Our Fursuit Lounge Team will be prepared with blowers, snacks and refreshments. And of course we'll have more ambient light, less fog, and less strobe light. Our DJs are well prepared to get the party starting waiting for you to take on the magic carpet ride.

Friday

(Event)
Group Photo
Fri, 11:30 - 12:00 · Terrace
Thalian
The group photo will be done on the big terrace behind the hotel (barbeque area). To make sure everyone can attend, we will do this on **Friday** this year!
Everyone should gather there on Friday *before* 11:30!
If the weather is too bad on Friday, we will have to skip this and set a new date for Sunday at around noon, *if* the weather forecast says the weather might be better then. If the weather will presumably be bad on *both* dates, we will simply use the Friday date and make a photo in the rain with whoever wants to get wet!

(Recurring event)
Art Show
Fri, 12:00 - 18:00
See page 62!



(Recurring event)
Dealers' Den
Fri, 12:00 - 18:00
See page 63!

(Panel – Fursuit)
Action, Not Words
Fri, 12:00 - 13:30 · Niedersachsen
Tony DeMatio
How to communicate and interact in suit with both other characters and your audience!
Any suiter with even a little bit of experience knows the generic how-to's of suiting, but knowing how to effectively engage and interact with your audience can make performing way more fulfilling to both you *and* them. Learn how to convey common words and ideas with simple gestures and the best methods to interact with others both in *and* out of suit.

(Panel – Art)
Drawing Vector Style
Fri, 12:00 - 13:30 · Saarland
Blue_Panther
From company logos on car doors to standees in the Eurofurence entrance hall, one bumps into some kind of illustration rendered with vectors opposing to well known pixels. This Eurofurence, Blue_Panther would like to invite you to join him, as he muses on the crisp designs such work brings. Starting off with brainstorming on basic illustrations and design decisions the SIG will cover all Bezier curves necessary for either a nice logo on your car's rear window to the processes of planning and making an eleven page comic.

(Panel – Fursuit)
First Time Fursuiting
Fri, 12:00 - 13:30 · Thüringen
Nevermint
Are you a first time fursuiter? Do you need a little guidance on how to get around the con and things to make the most of your convention experience? Join Nevermint for a great orientation to Eurofurence for our first time fursuiters.

(Panel – Art)
Constructing Dinosaurs
Fri, 12:00 - 13:30 · Bayern
Kaa Bakensobek
Do you know the difference between sauropods and theropods? What's the best technique for constructing dinosaur characters? Reptilian artist and writer Kaa Bakensobek shows methods and suggestions on how to construct anthropomorphic dinosaurs.

(Roundtable – Fandom)
Furry History Round Table
Fri, 12:00 - 13:30 · Vier Jahreszeiten
Uncle Kage
We all know what and how the fandom is right now. But what was it like some years ago, or even decades before? Where are the roots of the fandom, and what, like the internet, had a large influence on it? What do you think the future will be like, and how will the growing fandom develop? If you have something to share about the past or some ideas what the future will be like, we would like you to join this panel.

(Recurring event)
Photoshoot
Fri, 13:30 - 16:30 · Holli Club
See page 61!

(Gameshow)
Fursuit Gameshow
Fri, 13:30 - 15:00 · Main Stage
This year's fursuit gameshow actually is a two-day event. The show itself remains a single elimination tournament for eight teams of two suiters each, once again with fun and inventive games for lots of action on stage and with the audience. The new part is a separate qualification round in public places all over the con site.

(Panel – Game)
Second Life for Dummies
Fri, 13:30 - 15:00 · Niedersachsen
Fairlight
More than just roleplay, more than just lifestyle, Second Life has created a whole new subculture within the Furry Fandom over the last years. Whether you are new to your Second Life or are a seasoned veteran of the Second Life Universe, this is your chance to get a closer look at this vast new world. After a brief introduction to what Second Life is and what it is about we will engage in open discussion, talking about those burning questions you may have and the dazzling opportunities that Second Life presents us with.

(Panel – Tech)
Show Laser Systems
Fri, 13:30 - 15:00 · Saarland
Djem
Curious about Lasers? We will explain everything about lasers, from technical details to the health and safety information needed to use them for your own parties.
Learn how from a simple laser ordered on eBay we can set up an almost professional multi-colour system!

(Panel – Mystic)
1001 Dreams
Fri, 13:30 - 15:00 · Thüringen
nifelan
Every night you are given the chance to experience epic adventures, hot romantic fantasies or to plot towards world domination – and all you need to do is to go to bed. Learn how to influence your dreams, how to gain lucid dreams or how to change what dreams you have. Nights full of wondrous things await you.

(Workshop – Dance)
Furry Shuffle
Fri, 13:30 - 15:00 · Bayern
Zoomy
Learn how to dance in various styles, including Hardstyle, Cyber Dance and Rave. Here you'll learn all those nifty moves to show off during one of Eurofurences many dances.

(Panel – Fandom)
Furries in the Press
Fri, 13:30 - 15:00 · Vier Jahreszeiten
o'wolf
For several years, the furry fandom has been seeing an increase of awareness from mainstream media. This lead to various reports of great variety on topics, objectives and quality. As the fandom is growing the frequency of media requests increases and we have to handle these in a competent way. This workshop will give an overview on what recent coverage, the requests Eurofurence has received within the last year, the reaction to them and a strategy to build up media relations which help us to maintain an excellent reputation among journalists as well as their audience.

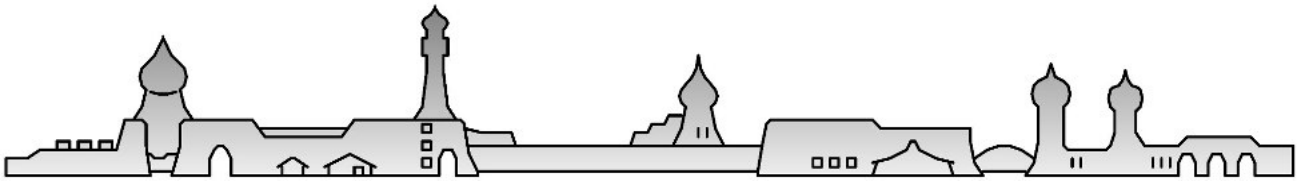
(Panel – Story, Art)
Creating Plotlines for Comics
Fri, 15:00 - 16:30 · Niedersachsen
Cairyn & TaniDaReal
Although comics – what you may call "graphic novels" or "sequential art" these days – have fallen upon hard times in the fandom, this difficult and demanding art form is one of the most beautiful ways for a single artist to give life to an anthropomorphic character. But how is it done? What are the difficulties and pitfalls in writing for comics? How do you create your characters and plotlines? What are the similarities between book and comic, or movie and comic?
Using the ongoing WeuUkoo comic (and novel) project, Cairyn and TaniDaReal will discuss the making of a comic and show scripts, sketches, and pages in progress.

(Roundtable – Life, Fandom)
Furry Parents Round Table
Fri, 15:00 - 16:30 · Saarland
Uncle Kage, Fairlight
All furrys have parents but some furrys are also parents. What is it like being a furry with a child or children? Is there any difference to other parents, or is it just the same? And is it a good idea to introduce your own childrens to the fandom or is it wiser to let them explore this world on their own? Vice versa, what do parents think about the "furry side" of their loved children? And – ohmigod! – what about your own parent attending Eurofurence? If you want to know the answers, join this panel and don't miss some stories that will make you laugh!

(Panel – Music)
Music Instrument Basics
Fri, 15:00 - 16:30 · Thüringen
Karuno Naimaru
Always wanted to play the piano, but the classical „Do Re Mi Fa" way of learning is just too boring? We give you an introduction on how to play your first pieces, the basics you have to know about the piano and how to compose on it.

(Panel – Fursuit)
Concept to Costume to Character
Fri, 15:00 - 16:30 · Bayern
Jimmy Chin
Jimmy shares his secrets for starting from an initial fursuit concept, designing and building the costume and fleshing it out into a character through performance. If time allows, we'll also cover how to develop a second character and perform it differently than the first.

(Charity event)
Tribal art body painting
Fri, 15:00 - 18:00 · Artists' Alley / The Bizarre Bazaar
PanHesekiel Shiroi, dividedwolf, EosFoxx
See page 14/15!



(Meeting event – Music)
Furry Music Café
Fri, 16:30 - 18:00 · Main Stage
Chama, Eisfuchs
Upholding the tradition of EF9 and beyond, we are going to have the Furry Music Café again! Come by, listen, play, have a cookie!

(Panel – Animals)
The Fox Panel
Fri, 16:30 - 18:00 · Saarland
Fauho
Sly, unabashed, cunning, graceful, and charming, this creature goes way back in history through many tales and myths, and goes way forth in our modern society invading the heart of our cities. Despite harsh prosecution everywhere around the world, the red fox is a success. Loved by many, hated by others, but leaving no one indifferent welcome to its fascinating world. If you also would like to join its world, then you should start with joining this panel.

(Panel – Mystic)
Non-Material Entities
Fri, 16:30 - 18:00 · Thüringen
Tyger
The esoteric panel this year is about mythical or fantastic entities like gods, demons and dragons, but also characters of contemporary furry fantasies and their way of existence in relationship to the material reality. This panel will consist again of both a part of occult theory and a part of magical practise.

(Recurring Workshop)
Guided Meditation 2: Wolf – Moonforest Run
Fri, 16:30 - 18:00 · Bayern
Amadhi
See page 60!

(Panel – Fursuit, Tech)
Fur'N'Tech
Fri, 16:30 - 18:00 · Vier Jahreszeiten
Furvan
Presentation and discussion about mechanical/electronical effects for fursuits, from basic approaches to more complex solutions.

(Event)
Art Show Close
Fri, 18:00 - 19:00
The Art Show is closed panel by panel, with a final chance to place a winning bid on the art, or to send it to auction.
See page 62!

(Event)
Art Auction
Fri, 19:00 - 21:00 · Main Stage
Uncle Kage, Fjordwolf
Art exhibits that got eight bids is auctioned off in this voice auction. Be sure to be there to win your coveted treasure.
See page 62!

(Recurring event)
Dance Dance Revolution – Free Play
Fri, 19:00 - 02:00 · Niedersachsen
See page 60!

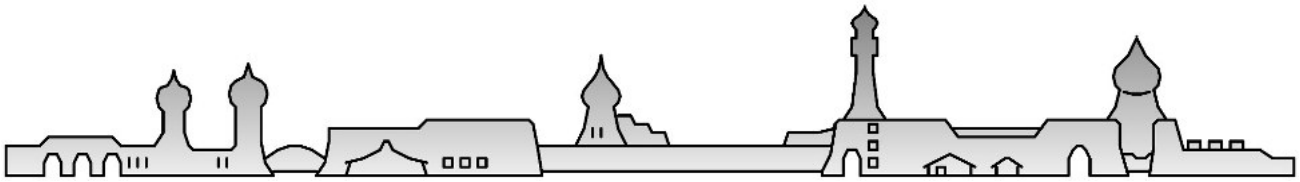
(Recurring gaming event)
Xany's Game Corner
Fri, 19:00 - 02:00 · Saarland
See page 60!

(Recurring meeting event)
Artists' Lounge
Fri, 19:00 - 02:00 · Thüringen
See page 60!

(Charity event)
Pool Party
Fri, 19:00 - 00:00 · Hotel Pool
Riffuchs & MafunDi
See page 14/15!

(Game)
The City of Brass
Fri, 20:00 - 23:00 · Bayern
Zuki Akula
Tabletop Role Playing game – 5 players maximum. Pulp action in the era of the Arabian Nights using an adapted 'Spirit of the Century' system. Heroics! Demons! Flying Carpets! Courtly Manners! You and your companions have been invited to a grand banquet in the city of Damascus – the court Malik Ul-Shu'ara. However, a terrible curse is about to be released across the land, buried beneath the city for 300 years. Destruction is assured without swift action! Sign up sheets for this limited event will be in the main hall.

(Event – Game)
Fri, 20:00 - 00:00 · 40 Thieves Bar
Skittle
Maybe you already tried Bowling. But what about Skittle? It's like Bowling, but with some differences. There are no holes in the ball and the ball is also smaller. So it's even more tricky to score. For this event, the lanes are open to everyone who wants to try their luck at this common sport in Germany. The bar will also be open of course.



(Event)
Uncle Kage vs. "2"
Fri, 21:30 - 00:30 · Main Stage
Uncle Kage, 2 the Ranting Gryphon
This event should be more appropriately titled "Clash of the Titans": Uncle Kage and Two the Ranting Gryphon, presenting storytelling and stand up comedy at its best… combined in one big event! Fasten your seatbelts and prepare your laughing muscles for impact, because sometimes, the truth does hurt! The first hour of the show will be dedicated to Uncle Kage, then our Gryphon will take over the stage for another hour. And only your personal deity of choice knows what might happen then...

Saturday

(Event)
Fursuit Parade
Sat, 11:00 - 12:00 · Lobby
Mystifur
The traditional Fursuit Parade – an inherent part of each major furry convention. All fursuiters join up for the parade through the entire con site (and its surroundings, if the weather permits). During the parade, there will be two stops for fursuit group photos. One in front of the hotel main entrance, and one on the terrace and stairs with its beautiful view over the local woods. The parade starts and ends in the Fursuit Lounge area, between the elevators and the pool. If you want to take part... make sure you're there in time.

(Recurring event)
Dealers' Den
Sat, 12:00 - 18:00
See page 63!

(Concert)
Alexander James Adams Concert
Sat, 12:00 - 13:30 · Main Stage
Alexander James Adams
The spirit of Heather Alexander's music and bardic legacy lives on in her appointed heir to the Heatherlands: Alexander James Adams. This will be a solo performance of songs from all over the heir's musical spectrum. Everyone is invited to come and get to know the new presentation of a well-known spirit of inspiration.

(Panel – Puppetry)
Pawpet Show – Special Effects
Sat, 12:00 - 13:30 · Niedersachsen
Lynard
This is the second Pawpet Show panel. We will have a closer look at the technical tricks used to create the show. See how complicated a scene can get behind the stage and why claustrophobia is not a good trait for puppeteers.

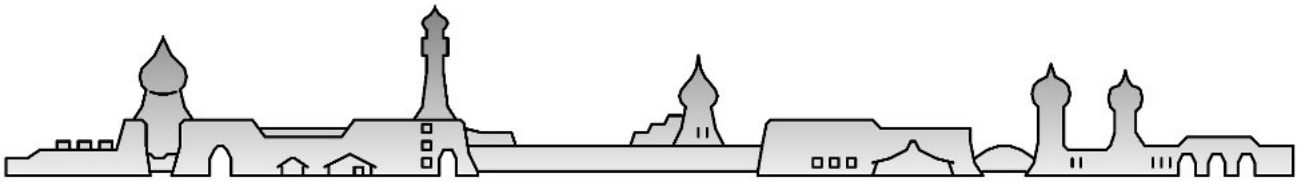
(Panel – Animation, Video)
3D Animation: The Stages of Creation
Sat, 12:00 - 13:30 · Saarland
H0rs3, Metadragons
Introduction to the various stages of 3D creation and animation, the various software packages available and the technical terms you need to be familiar with in order to understand those programs. You're invited to ask any question you may have.

(Panel – Plush)
The Plushie Panel
Sat, 12:00 - 13:30 · Thüringen
Mhisani Fox & Anthropuppy
Plushies – What do they mean to you? Do you have one? Many? What types do you like? And what do they mean to you? Come to this discussion group and talk about you and your plushies... Bring a plushie with you if you like for the "Plushfurence group photo!"

(Panel – Animal)
Lions, Tigers, and Bears (Oh My)...
Sat, 12:00 - 13:30 · Bayern
Aetobatus
A few people within the fandom are lucky enough to have worked closely with some of the more exotic animals held in captivity. Volunteers with experience working with big cats and other large carnivores will discuss issues surrounding exotic animal rescue, along with stories from working with the animals.

(Workshop – Acting)
Improve your Acting Skills
Sat, 12:00 - 13:30 · Vier Jahreszeiten
Wolfie Wolf
Would you like to be more confident on stage? Do you sometimes fear embarrassment when performing in front of an audience? Would you like to hone your acting skills? If so, come and join our improvisation workshop where, in the style of Whose Line Is It Anyway?, we will play some games in a fun and friendly atmosphere.

(Panel – Fursuit)
Why Mascots Matter
Sat, 13:30 - 15:00 · Saarland
Jimmy Chin
Twelve years ago, Jimmy Chin helped start *Critters by the Bay*, a character performing group in California. He shares his story about gathering this group of fursuiters together to



bring fursuits into the local community, and the risks and rewards for performing in public.

(Workshop – Game)
AD&B: About Dungeons and Bunnies
Sat, 13:30 - 15:00 · Thüringen
Lemrethh
You like to play roleplaying games or storytelling games? And you like to mix those games with the furry fandom as well? Then this workshop is just right for you. "AD&B: About Dungeons and Bunnies" will take a closer look at games with furry characters in it, games made for furries or by furries. How can you modify normal roleplaying games to support furry charcters? In realistic or fun ways... Imagine a elephant rogue sneaking into a dwarfen peanut-farm. Additionally you can introduce a story or roleplaying game in the workshop as well. And last but not least we want to play as well. If you liked a game that was introduced ? No problem... we will try to set up a player-group for it.

(Panel – Fandom)
How to run a Con
Sat, 13:30 - 15:00 · Bayern
Uncle Kage
Maybe you always wondered what it takes to set up a con and what kind of tricky challenges you will meet? You maybe also thought of starting a con yourself? One good idea is to talk to someone who knows about it and can give you an introduction about the Do's and Don'ts. And it wouldn't be Uncle Kage if there were no stories. As you may guess he will also tell a lot of funny stories about what kind of things can go terribly wrong.

(Panel)
The Origins of Magic
Sat, 13:30 - 15:00 · Vier Jahreszeiten
ANTIcarrot
Welcome to Fantasy Land, home of mystery, enchantment and wonder... Hmm? That door? What about it? Oh no, you don't want to go through there. I am sure you don't want to see that. Yes, there's magic there, not the stuff you're used to. You might not like it. In fact, I know you will not like it. But if you insist, I am, after all, only your humble guide...

(Meeting event – Tech)
MotoFurs Meeting
Sat, 13:30 - 15:00 · Lower Parking Lot
Kyyanno Cheetah
Are you a cat who loves carburetors? A vulpine with a taste for a V8? A wolf who loves a finely-tuned Wankel? If so, then this is the event for you! Held from 12:00 to approximately 14:00 on Friday 28th July (depending on weather and attendance) in the lower car park area at the Ringberg Hotel, 2009 sees EF's very first Motorfurs meet! If you want to bring your car along to show it off to others, talk all things automotive with others who share your interests, then come on down! Even if you don't bring a car, you're more than welcome to come along for a look and a chat.
Due to the nature of the event, EF management and the event co-ordinator ask that you respect both the safety and property of those attending, and also that of the hotel and other guests. To this end there are a few safety rules:

- No dangerous stunts!
- No burnouts!
- Please take care when parking and maneuvering, and also be mindful of paintwork when looking through open windows.
- No wheel/tyre markings to be left on the road surface.
- No unnecessary noise – i.e. keep stereo equpiment to tolerable levels, and no extended revving of engines.
- If you wish to look closer inside someone's vehicle, ask the owner. Do not just open the door and get in.

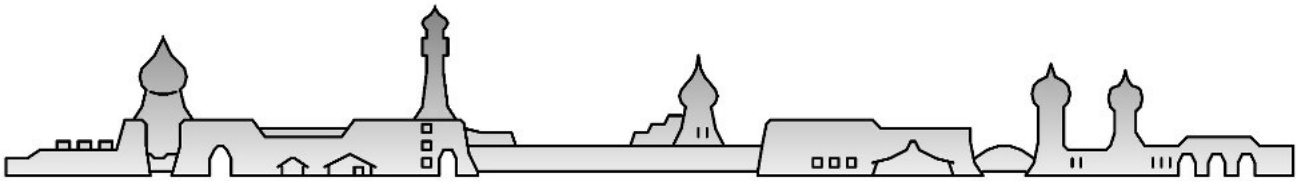
Stay safe, and enjoy the event!

(Event)
Art Sales & Pickup
Sat, 14:00 - 18:00
At the Art Show Pickup you can finally purchase and receive the pieces you were bidding for in the Show and Auction. Unsold or not for sale pieces may be picked up by the artists.
See page 62!

(Charity event)
Summer Party in the Wild Animal Park Suhl
Sat, 14:00 - 17:00 · Wild Animal Park Suhl
See page 14/15!

(Recurring event)
Photoshoot
Sat, 15:00 - 17:30 · Holli Club
See page 61!

(Gameshow)
Who wants to be a Pawpeteer?
Sat, 15:00 - 16:30 · Main Stage
Lori & Poke
Do you know everything about the Pawpet Show? Really... everything? Then you may be the right fur for this quiz show. But beware, it's been ten years of LSD, DoPE and Pawpetry.
Pick up a question sheet at the registry and find out whether you qualify for the two-stage competition!



(Workshop – Music)
DJing Techniques
Sat, 15:00 - 16:30 · Niedersachsen
Djem
Learn the basics and how-to's of the DJs. This SIG will allow everyone to have a go, among other things, at mixing tracks! The first, theoretical part will teach you the basics: How to count the beats, determine the timing of a track and how to mix these tracks together.
The second part will be open for all those who just want to have fun. Everyone is invited to bring their DJ setup, show their mixes, exchange music, etc.

(Panel – Music)
Composing Music
Sat, 15:00 - 16:30 · Saarland
Andrei Alechi
Musicians Circle – for those who want to discuss, write, work and perform a short show at the con. New or experienced, come try out an instrument, practice, exchange tips & tricks or just talk music.

(Meeting event – Story)
1001 Nights Stories & Tea
Sat, 15:00 - 16:30 · Thüringen
Kacy & Felfur
Take a seat and recline, dear friend. Close your eyes and imagine... What if the well-known Tales of the Arabian Nights featured anthropomorphic characters? What might Scheherazade, Sindbad, and Aladdin look like? Let us celebrate the Oriental art of story-telling and revive the famous classics in front of your inner eye, with protagonists you surely never yet knew in this form. To round off our Arabian Story Hour, it will be accompanied by a variety of teas and Oriental sweets.

(Roundtable – Game)
Video Game Developers Round Table
Sat, 15:00 - 18:00 · Bayern
Thygrrr
Back again from last year: The Game Developers Round Table at Eurofurence! Your friendly hosts Shadowfox and Thygrrr invite you once more to a merry gathering of furries in game development. Coders, artists, marketers, designers, and especially hobbyists – anyone with interest in the creation of video games is welcome to sit down with us and chat. Learn to know a couple of new faces whilst sharing stories and wisdom, exchange contact information, or just gather some plain old info about careers in the video game industry. If you wish, you can even show off some of your work!

(Workshop – Fursuit)
Faux-Real Tail Construction
Sat, 15:00 - 16:30 · Vier Jahreszeiten
Amadhi
Let Timothy "Amadhi" Albee show you how you can make a tail that fits your stature, your markings, your coloring, perfectly, and moves so realistically it often looks like it is a real-live part of you! With a few simple, inexpensive materials, you can make a tail that looks so good, you may even have "mundanes" saying, "Wow! That's so cool!"

(Panel – Fursuit)
I Suit, Therefore I Am
Sat, 16:30 - 18:00 · Niedersachsen
Tony DeMatio
How to develop your character and generate legitimacy through both backstory and performance!
As a suiter, it can be difficult to get people to treat your characters as legitimate entities of their own instead of extensions of you. When you go to a theme park, there are established characters that everyone knows. While we don't have the luxury of cartoon series based on our characters or rich and powerful companies to market us to the masses, there is still a lot you can do to make your character seem real and give it a recognizable personality.

(Panel – Music)
Rock guitar basics for Beginners
Sat, 16:30 - 18:00 · Saarland
Foxwing
You like rock music and want to do this by yourself, but you've never held a guitar in your hands? Then this SIG is intended for you. I began playing rock guitar about 20 years ago and – with some breaks for a few years – played in several projects where I got some experience. In my SIG I will tell you the basics you can use to start to play rock guitar, to first build simple songs, and some hints about guitar playing. This SIG is intended for absolute beginners, but of course everyone with an interest in guitar playing is welcome.

(Meeting event – Special interest)
Skunki's Diver Meeting
Sat, 16:30 - 18:00 · Vier Jahreszeiten
Skunki
Do you wonder what is behind the horizon? Or maybe just under the surface of a lake or the sea? I'll show you how diving has been invented, how it is done today and what the equipment looks like. 30 minutes after the event, there will be a scuba tank and diving masks in the pool if you want to try breathing underwater.

(Pawpet Show)
Operation Desert Snow
A political thriller in three acts
Sat, 19:00 - 22:00 · Main Stage
„Once upon a time, in a land far far away, there lived a Leopard by the name of Sayyid. He was the Emir, the ruler of a small arabian principality called, "Dawlat al Nimr" - The land of the leopard. The Emir had two beautiful sons: Adham and Rashid. He loved them equally and did his best to treat them both the same. He spent many sleepless nights, trying to decide whether Adham or Rashid should become his successor. But no matter how hard he thought, he just couldn't bring himself to favour one over the other..."
We invite you to join Lionel, Mika, Lori and Poke for an adventure in a faraway country divided by a struggle for power and natural resources, where nothing is like it seems, where the thread of life has worn thin, and where friendship can be found where you least expect it.

(Recurring meeting event)
Artists' Lounge
Sat, 19:00 - 02:00 · Thüringen
See page 60!

(Dance)
BigBlue Dance
Sat, 22:30 - open end · Main Stage
BigBlueFox
Once again "The Fox Is Back!" He's the blue legendary institution of the Eurofurence Dance. Our resident DJ BigBlueFox will take you through a long party night, turning the hotel into an exclusive nightclub until far after sunrise. The only question still unanswered: Who lasts longer? You or him?!

(Recurring event)
Dance Dance Revolution – Free Play
Sat, 22:30 - 02:00 · Niedersachsen
See page 60!

(Recurring gaming event)
Xany's Game Corner
Sat, 22:30 - 02:00 · Saarland
See page 60!

(Game)
Werewolves Of Thahun Ajwaf (Millers Hollow)
Sat, 22:30 - 02:00 · Bayern
Zuki Akula
Werewolves stalk the small village of Thahun Ajwaf, every night the werewolves kill another villager, every day the villagers try and execute the culprit! A fun game of deceit, vore and finger pointing with a very high body count. Games take about 30 minutes and are for 8-18 players. Come on down and join in a quick game at any time throughout the Panel!

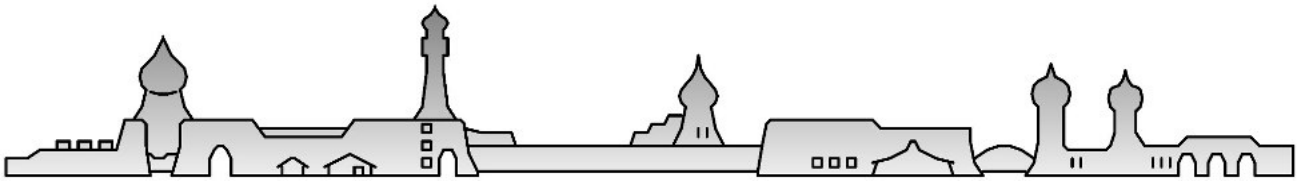
(Event)
The Alternative Party
Sat, 22:00 - 02:00 · 40 Thieves Bar
Akeela & HanHan
This is the official alternative party to the Big Blue Dance. We are going to rock the foundations of the hotel, so join us and listen to a fine selection of a lot of different styles. From metal to mellow and maybe, only maybe something electronic... just allow yourself to get surprised. We... we are Han and Akeela, the DJs of this evening, so come down, join us and enjoy the evening. Drinks will be available for purchase.

Sunday

(Event)
Feedback Session
Sun, 14:00 - 15:30 · Niedersachsen
Voice your opinion on this convention!

(Official)
Eurofurence e.V. General Meeting
Sun, 15:30 - 17:00 · Niedersachsen

(Event)
Dead Dog Party
Sun, 20:00 - 02:00 · 40 Thieves Bar
Now that all the wonders and mysterious places are covered by the sand of the desert again, Sultan Cheetah invites you one last time to come down to the 40 Thieves Bar. Bring the leftovers of your journey and tell your story.
Have Fun.



Recurring Events

(Recurring event)
Dance Dance Revolution – Free Play
Wed, 20:00 - 02:00 · Niedersachsen
Fri, 19:00 - 02:00 · Niedersachsen
Sat, 22:30 - 02:00 · Niedersachsen
Snarl, Vobe, H0rs3
Dance Dance Revolution (known as DDR) is a popular rhythm game that makes you dance and jump to all kinds of music : Dance, Trance, Techno, J-Pop, Rock and more! You can try the game, play with your friends, or learn new techniques from expert players. Beginners and fursuiters are welcome.

(Recurring gaming event)
Xany's Game Corner
Wed, 20:00 - 02:00 · Saarland
Thu, 19:00 - 02:00 · Saarland
Fri, 19:00 - 02:00 · Saarland
Sat, 22:30 - 02:00 · Saarland
Xany
Welcome to the Game Corner! After last year's success, we're hosting the Game Corner again this year. You are invited to come around and play some board or card games with other furs. Whether you're looking for a fast-paced game to take a short break or if you're planning to spend an evening with a complex strategy game: You've found the right place. We offer a great variety of games for you to choose from, and of course you can bring in your own if you like.

(Recurring meeting event)
Artists' Lounge
Wed, 20:00 - 02:00 · Thüringen
Thu, 19:00 - 02:00 · Thüringen
Fri, 19:00 - 02:00 · Thüringen
Sat, 19:00 - 02:00 · Thüringen
Do you like spending your evenings around other artists and are you looking for a calm and quiet place for a friendly chat on techniques whilst drawing?
Then this panel is the right spot for you to be all creative! The Lounge is open in the evenings in the lower lobby, far off from the bustle of the main hall above.

(Recurring meeting event)
Fursuit Lounge
All days 24h, Wed 16:00 - Sun 10:00 · Fursuit Lounge
Eurofurence welcomes all active fursuiters to our enhanced Fursuit Lounge Area. To make your fursuiting experience as convenient and comfortable as possible, we are happy to provide you with two exclusive fursuiters-only lounges on the lobby level. Both, the cool down area with blowers, water dispensers and a few treats, as well as the changing room with fursuit-drying-racks and head-dryers can be found in the fitness area between the elevators and the pool. A small repair workshop will be set up there for you as well.
Access is limited to fursuiters, in and out of suit.

(Recurring workshop)
Guided Meditation
Amadhi
Have you ever felt that there was something more to you than the body you move? Have you ever felt a connection deeper than any words could ever describe... to a life beyond human form?
There is profound wisdom on a Spiritual level within every single one of us, waiting patiently to help us. And all we need to do is to gentle our minds enough to be able to hear the song of our own Soul: that part of us that is forever and always true to its connection with and within that-which-is-all-things: God/dess/es... Universe... Great Spirit....
Meditations For Your Animal Spirit are created for others who's Soul also echoes with memories of a form other than human.
Meditation 1: The Path To Your Spirit
Thu, 16:30 - 18:00 · Bayern
The Path To Your Spirit is a 40-55 minute, very deep, (English-language) guided meditation designed to bring you directly in touch with the shape of your spirit... whatever form that may be, in a practical way that can help you in your everyday life..
Meditation 2: Wolf – Moonforest Run
Fri, 16:30 - 18:00 · Bayern
Whether you already know the shape-of-your-spirit, or are curious to learn from the feeling of what it is like to dance with Mother Earth as you run on "your" paws through a moonlit woods, Wolf – Moonforest Run is a 30-minute Guided Meditation that lets you touch and experience resonance with the lupine harmonics of your spirit. Experience the way Wolf Consciousness unites Path... Pack... Forest... and the World herself.

Campfire
Thu, 22:00 - 02:00 · Fireplace
Fri, 22:00 - 02:00 · Fireplace
Sat, 22:00 - 02:00 · Fireplace
Gather round the cozy fire – but don't get your fur singed.

Photoshoot

This year, Eurofurence takes you on a magical journey, into the fantastic world of the tales from 1001 Arabian nights. You will live through adventures that others can only dream of, and – as always with stories like this – you won't have a chance to bring back any solid proof of what you've seen.

Or…do you?

In the room "Holli Club", you will find a studio set that resembles a scene from the famous tales - We will have the matching environment, the props, the feeling...There's only one little thing missing, to turn all this into one of the famous 1001 nights: YOU!

Come in, and join us in the quest for romance, love, or maybe to seek for the magical items from the old tales, that will make you rich and powerful!

All you have to do for your very own fursuit photo shooting is to register with us and to put on your fursuit. You can bring your favorite accessories and maybe some toys, we bring everything else. Of course we can also help you to find the right pose for the photos.

But if you search for treasures and power, be warned, and be prepared: The magical items that can be found at this year's Eurofurence will be watched closely by fierce and powerful guardians. You really don't want to mess with them…

Just like last year, we will offer three timeslots, which are announced in the official timetable. The registration for the photo shoot will open one hour before the actual shooting each day. Just enroll in the list and get your estimated timeslot. Then you can suit up and come back about 10 minutes before your timeslot starts, which will minimize waiting times. If you have any questions, just ask the queue managers, which will be available at the entrance of the studio throughout the shooting.

If you have any special wishes, or anything we should know about (like very sensitive parts of your suit, unusual small field of view, etc,) just tell the queue manager so we can arrange everything in time.

Right after the convention, all photos will be processed to ensure the best possible quality. After a short time (about 2-3 weeks) the photos will be presented on a special website, which will be announced to every participant during the shooting.

Thu, 12:30 - 16:00 · Holli Club
Fri, 13:30 - 16:30 · Holli Club
Sat, 15:00 - 17:30 · Holli Club

The Cave of Forbidden Treasures

commonly known as Art Show and Auction

This year's Art Show again presents a multitude of international artists. See your favorites, bid on whatever you like, and buy art for your home!

Registration is needed for bidding: You will receive a sticker sheet with coded numbers. Write your bid on it, and simply paste the sticker to the bid sheet! You will get the necessary stickers when you register at the Art Show door, together with a bidding rules sheet and explanations, just in case you've never been to the Show before!

Eight bids fill the bid sheet and send the piece to auction. In the voice auction, you will have to defend your selection against other prospective buyers. The exalted Auctioneer is our favorite Uncle Kage. The sky's the limit – but don't bid more than you can afford!

When you have successfully acquired a piece, you can pick it up on Saturday in the Art Sales. Cash only, please – no plastic. We need to pay the artists! Accepted currency is Euro; we can't change dollars or pounds.

Art Show opening times:

Thursday	12:00 – 18:00
Friday	12:00 – 18:00

Art Show Close:

Friday	18:00 – 19:00

Art Auction:

Friday	19:00 – 21:00 (ends as necessary)

Art Sales:

Saturday	14:00 – 18:00 (Public Art Pickup)
Saturday	17:00 – 18:00 (Artists' Payment)

The Bizarre Bazaar

commonly known as Dealers' Den and Artists' Alley

Ah! As salam alaikum to you, my dear friend. Please come closer.

Welcome to **The Bazaar**! A place of mystery, of enchantment… and the finest merchandise here in the Thuringian Forest, only on sale from **Thursday to Saturday between 12 and 18** on the hourglass.

Come on in, and have a look. The Dealers' Den holds fascinating things for the mind like books and liquors.

Things for the eyes like comics and art books.

Things for the body a furry nobleman like you will look awesome in.

Things for pleasure like the one or other little magic toy for your harem or yourself, and many more treasures beyond your imagination!

On the Bizarre Bazaar your eyes will light up when they spot the tantalizing art this year's harem of talented slaves, err, artists will show and sell.

Here you will get the things for the heart!

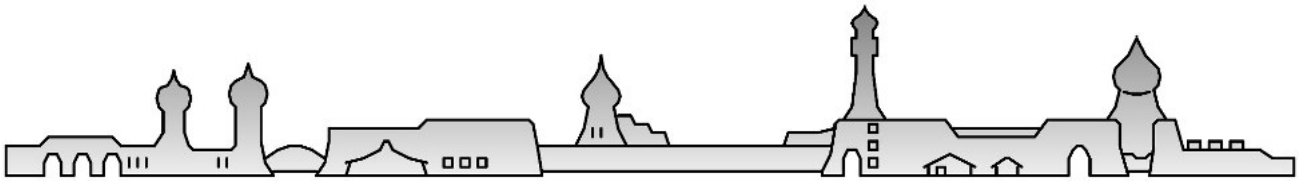
They offer on-table commissions, prints and originals. You will find extraordinary sculptures and other self-made miracles. Come and see what you always dreamt of!

Now you ask where this cave of wonders is?

In order not to let you stray around helplessly, let me explain how you will find the Bizarre Bazaar quickly. Just follow the paths to the main entrance of the Ringberg Hotel, search for the stairwell which brings you down where the dungeons usually are. Then you only have to follow the dark corridor and you will find the Bazaar just a few steps ahead.

Stunning allurements are waiting for you!

2010 Wild Nights
Nature Calls...
An all-inclusive outdoor furry weekend, including event activities, meals, and lodging, as low as $40 US!
Guests of Honor:
Cry's the Hybrid
Tzup
April 22-26, 2010
Robber's Cave State Park
Wilburton, OK, USA
http://wildnights.org



Credits

Board of Directors

Chairman:
Cheetah (Sven Tegethoff)
Vice Chairman:
Nightfox (Richard Nightfox)
Treasurer:
Loewi (Ingo Schumacher)

Registration & Accounting

Team Lead:
Jumpy (Stephan Bartels)
Vice Team Lead:
Loewi (Ingo Schumacher)
Crew:
eisbaer (Robert Hofmann)
Tristan (Nils Decker)
Kralle (Maik Dulsmann)
tVos (David San Cirilo Afonso)
MOW (Mark-Oliver Wolter)
Temp Crew:
Ysegrim (Gregor Leusch)
Tillikum (Sebastian Heuss)
Tiger's Claw (Rico Müller)
T-Shirt Sales:
doco (Jürgen Roßkamp)
Fursuit Badge Printing:
Tigerseye (Tobias Schweitzer)

Hotel Relations

Hotel Relations:
Nightfox (Richard Nightfox)

GOH Relations

GOH Relations:
EosFoxx (Marion Fischer)

Press Relations

Press Relations:
o'wolf (Jörg Reuter)
Crew:
Luxen (Michael Graf)

Charity

Team Lead:
EosFoxx (Marion Fischer)
Crew:
Pan Hesekiel Shiroi (Michaela Frech)
Badger (Robert Labus)

Programming

Programming Director:
Riffuchs (Kai-Uwe Wilke)
Assistant Programming Director:
Cheetah (Sven Tegethoff)

Video & TV Broadcast

Team Lead:
BigBlueFox (Karsten Auchter)
Vice Team Lead:
Tillikum (Sebastian Heuss)
Crew:
Cleanerwolf (Boris Bürgel)
Dhary (Andreas Theißen)
Foxy (Hans Streit)
Kyron (Mike Jendrny)
tVos (David San Cirilo Afonso)
Wolffire (Heiko Stangel)
Xan (Dominik Walter)
Tristan (Nils Decker)
FinFarenath
o'wolf (Jörg Reuter)
Ysegrim (Gregor Leusch)

Video & TV Broadcast: EF-Prime

Team Lead:
BigBlueFox (Karsten Auchter)
Crew:
Kralle (Maik Dulsmann)

Fursuit Support

Team Lead:
Mystifur (Oliver Bartel)
Fursuit Badges:
Tigerseye (Tobias Schweitzer)
Crew:
Furvan (Gregor Hassler)
Adrixan (Peter Aufner)
Fawk Beaumont (Cody Myers)
Shay (Michael Wolf Visser)

Security

Security Lead

Chief of Security:
Gyroplast (Dennis Herbrich)
Deputy Chief of Security:
Dhary Montecore (Andreas Theißen)
Team Director "Campfire":
Footpad
1st. Team Director "ArtShow":
Kayjay (Klaus-P. Jacobs)
2nd. Team Director "ArtShow":
Token
1st. Team Director "DealersDen":
Wolffire (Heiko Stangel)
2nd. Team Director "DealersDen":
skyhoof (Oliver Pientka)

Regular Security Members

AkiFox (Michael Hillebrand)
Akurei
Ardent
Ayun (Björn Loge)
Badger
Breckett (Ralph Voigt)
Brookida (Benjamin Grebe)
Cat Balou (Jennifer Strelow)
CodeWolf
CJ
Dainty (Gunnar Goessler)
Diego
draconigen (Alexander Lanchev)
Exalted
Felis
Furball (Maximilian Nagel)
Hidalgo
Karasaph
KingSimba (Yao Guang Ang)
kovu
Kyron (Mike Jendrny)
lizard
Locutus (Daniel Koitka)
Luxen (Michael Graf)
Madoushi
Mhisani Fox (Robin Phillips)
~neo
Puschelfuss
Roman
Sheppy (Dennis Straussberger)
Shian (André H.)
SiBERTiGER
Simely (Simon Schneeberger)
Skysloth
smove (Stefan Spies)
Tekumseh (Olav Jahn)
TiBoth (Mike Dornberger)
Tristan
Tungro (Thomas van der Elsen)
tVos
UlyssesDraco (Bastian Oppel)
Weed (Jere Jokinen)
Winged Neko (Sebastian Kipp)

24/7 Security Standby Team

Ayun
Codewolf
Felis
Footpad
Furball
Mhisani
Weed

Con Operations

Director of Con Operations:
Riffuchs (Kai-Uwe Wilke)
2nd Director of Con Operations:
TiBoth (Mike Dornberger)
Team:
Blazingstar (Alex Donker)
Badger (Robert Labus)
Changer the Elder
hHp (Hannu-Heikki Puupponen)
Lokosicek (Miroslav Valkovic)
SouthPaw (Barry Salter)
Tsanawo (Rik van Nuil)
Shuttle Service:
Jasper Foxx (Dale Lyle)
Tigrenok (Nikolay Yuryev)
WhiteShadow Fox (Fredrik Martijn Beuks)
Team & Shuttle Service:
Angus (Matthias Bauer)
FoxWing (Markus Huber)
JR-Wolf (Jürgen P. Ratmann)
Lemrethh (Gregor Horst)
Mark TreeFox (Thomas Keinz)
Wachhund (Andrej Gollkowsky)

Con Operations: Onsite Logistics

Onsite Logistics Manager:
Hoyt (Marcus Dudziak)

Con Operations: Shuttle Service

Shuttle Service Manager:
{GiGi} (Gregor Dezman)

Con Operations: Network Infrastructure

Team Lead:
Kralle (Maik Dulsmann)
Wise Owl:
Lizard (Sascha Bias)

Con Operations: Decoration

Team Lead:
Mylo (Nils Erben)

"Daily Eurofurence" Team

Editor:
Luxen (Michael Graf)
2nd Editor:
CurryFox (Andreas Wieland)
Writer:
Bariki (Robert Blackman)
hHP (Hannu-Heikki Puupponen)
Photographer:
Angus (Matthias Bauer)
2nd Photographer:
Tambako (Emmanuel Keller)
Cartoonist:
Pegla (Danny Palic)

Art Show

Director:
Cairyn (Ronald W. Klemp)
2nd Director:
Blue_Panther (Robert Keller)
Logistics:
Cin (Andreas Baier)
Crew:
PatriX Darkhoof (Patrick Tilp)
Pegla (Danny Palic)
Cashier:
Naut (Dominik Fahrni)

Art Show Close

Director:
Blue_Panther (Robert Keller)
Announcer:
Tabalon (Andreas Jaekel)
Assistant:
Fjordwolf (Frank Schultz)

Art and Charity Auction

Director:
Cairyn (Ronald W. Klemp)
Auctioneer:
Uncle Kage (Dr. Samuel Conway)
Assistant:
Fjordwolf (Frank Schultz)
Auction Display Ops:
Ysegrim (Gregor Leusch)
Crew:
Skunki
Floor Runner:
Erilo Crown
ShinigamiGirl

Dealers' Den

Director:
Gyroplast (Dennis Herbrich)
On-Site Management:
Alpha_Ki (Karoline Baumwolf)

Poolparty Team

Organisation:
Riffuchs (Kai-Uwe Wilke)
Event Setup/Tech:
MafunDi (Jens-René Wiedemann)
Setup Help:
KingSimba (Yao Guang Ang)

Photography

Fursuit Photoshooting

Photographer:
Thalian (Mike Göhre)
Assistant Photographer:
BigBlueFox (Karsten Auchter)

Group Photo

Photographer:
Thalian (Mike Göhre)

Stage

Head of Stage:
Jaryic (Henning Stalke)
Equipment Rentals:
Nightfox (Richard Nightfox)

Audio

Lead:
Jaryic (Henning Stalke)
Engineer:
King Taibu (Christoph Kellner)
Lizard (Sascha Bias)

Lighting

Lead:
Darkwing (Torsten Stalke)
Senior Operator:
Nightfox (Richard Nightfox)
Operator:
Nikoshi (Kevin van Stekelenborg)
CJ (Christian Jesch)
MafunDi (Jens-René Wiedemann)

AV-Desk

Lead:
Cheetah (Sven Tegethoff)

Backstage

Lead:
Reesa (Barbara Mader)
Vice Lead:
Kimani (Julia Kellner)
Fursuit Support:
Furvan (Gregor Hassler)
Crew:
Zefiro
Tigerseye (Tobias Schweitzer)

Running Crew

Setup:
Dhary (Andreas Theißen)
Tillikum (Sebastian Heuss)

Saturday Night Dance

DJ:
BigBlueFox (Karsten Auchter)

Fursuit Gameshow

Lead & Script & Props:
};{ (Jürgen Wallner)
Host:
Aetobatus (Michael Sawyer)
Director & Scoreboard Op:
Ysegrim (Gregor Leusch)
Suiter Relations:
Furvan (Gregor Hassler)
Referee & Additional Props:
Adrixan (Peter Aufner)
Stage Coordinator:
Kazzador (Harald Metka)
Stage Hand:
Kana (Daniel Karner)
Audio Operator:
King Taibu (Christoph Kellner)
Crew:
Kimani (Julia Kellner)
Shadow (Patrick Berner)
Angus (Matthias Bauer)
Rekymo (Stefan Samer)
Tioh
Atkelar

Stage Fever

Director & Co-Writer:
Mystifur (Oliver Bartel)
Co-Director & Storywriter:
Shay (Michael Wolf Visser)
Stagehand:
Zefiro
o'wolf (Jörg Reuter)

The Magic Carpet Ride

Team Lead:
Cheetah (Sven Tegethoff)
Host:
Gyroplast (Dennis Herbrich)
Stage Assistant:
Eisfuchs (Dario Abatianni)
King Taibu (Christoph Kellner)

LSD Pawpet Show

Director & Playwright & Sound Design:
Cheetah (Sven Tegethoff)
Main Puppeteer & Playwright:
Eisfuchs (Dario Abatianni)
Main Puppeteer:
Fairlight (Marcus Hess)
Main Puppeteer:
Lynard (Dirk Lang)
Main Puppeteer & Set Design:
TaniDaReal (Tanja Freese)
Puppeteer:
o'wolf (Jörg Reuter)
Tigerseye (Tobias Schweitzer)
Zefiro
CJ (Christian Jesch)
Pan Hesekiel Shiroi (Michaela Frech)
Puppeteer & SFX Props:
Xan (Dominik Walter)
Props:
Kyron (Mike Jendrny)
Stagehand:
FinFarenath (Florian Walter)
Voiceactor / Backdrops:
EosFoxx (Marion Fischer)
Backdrops:
Mylo (Nils Erben)
Nightfox (Richard Nightfox)
Script Kitty:
Reesa (Barbara Mader)

Con Book

Director & Typesetting:
Cairyn (Ronald W. Klemp)
Editorial:
Cheetah (Sven Tegethoff)
Stories & Articles:
King Taibu (Christoph Kellner)
Riffuchs (Kai-Uwe Wilke)
Cairyn (Ronald W. Klemp)
English Language Support:
CharleyFox (David Severance)
Fairlight (Marcus Hess)
Artists:
Cover:
Ashanti (Angelique Verbeeten)
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Blue_Panther (Robert Keller)
pg. 3, 53:
Karpour
pg. 5, 14, 20:
EosFoxx (Marion Fischer)
pg. 7:
Jimmy Chin
pg. 11, 21:
Anatoliba
pg. 12:
RenaAyama (SwiftAyama)
pg. 15, 24, 45, 59, 66:
Pan Hesekiel Shiroi (Michaela Frech)
pg. 19, 48:
Yamavu
pg. 22, 46:
TaniDaReal (Tanja Freese)
pg. 23:
Raghan
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Nimrais
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Jako Roo
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Shadow Wolf
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Titash
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Theo
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Henrieke
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Qzurr (Maróti Béla)
pg. 62:
Bloodhound Omega
pg. 63:
Alpha_Ki
pg. 67:
Snow-wolf
Back cover:
Changer the Elder
Printing:
Skunki
Druckerei Karolus GmbH

Panelists

"2" the Ranting Gryphon
Aetobatus, Akeela, Alexander James Adams,
Amadhi, Andrei Alechi, Anthropuppy,
ANTIcarrot, Atkelar
Badger, BigBlueFox, Blue_Panther
Cairyn, Chama
Dinoex, Djem
Eisfuchs, EosFoxx
Fairlight, Fauho, Felfur, Foxwing, Furvan
HanHan, Henrieke, H0rs3
Jimmy Chin
Kaa Bakensobek, Kacy, Karpour,
Karuno Naimaru, Kyyanno Cheetah
Lemrethh, Lori, Lupestripe, Lynard
Metadragons, Mhisani Fox, Mystifur
Nevermint, nifelan
o'wolf
Pan Hesekiel Shiroi, Poke
Sheppy, Skiewuff, Skunki, Snarl
Tabbiefox, TaniDaReal, Thygrrr, Tioh,
Tony DeMatio, Tyger
Uncle Kage
Vobe
WhiteyFawks, Wolfie Wolf
Yamavu
Zoomy, Zuki Akula

We also wish to thank our volunteer paramedics, who are always around to help sick and injured furs...

...and of course everybody who lent a paw on this convention to make it possible. Even if you're not specifically mentioned here, we appreciate your assistance.